A NEWSFIELD PUBLICATION
No.3 JULY 1985
95p

ZZAP! 64

MONTHLY REVIEW FOR COMMODORE SOFTWARE



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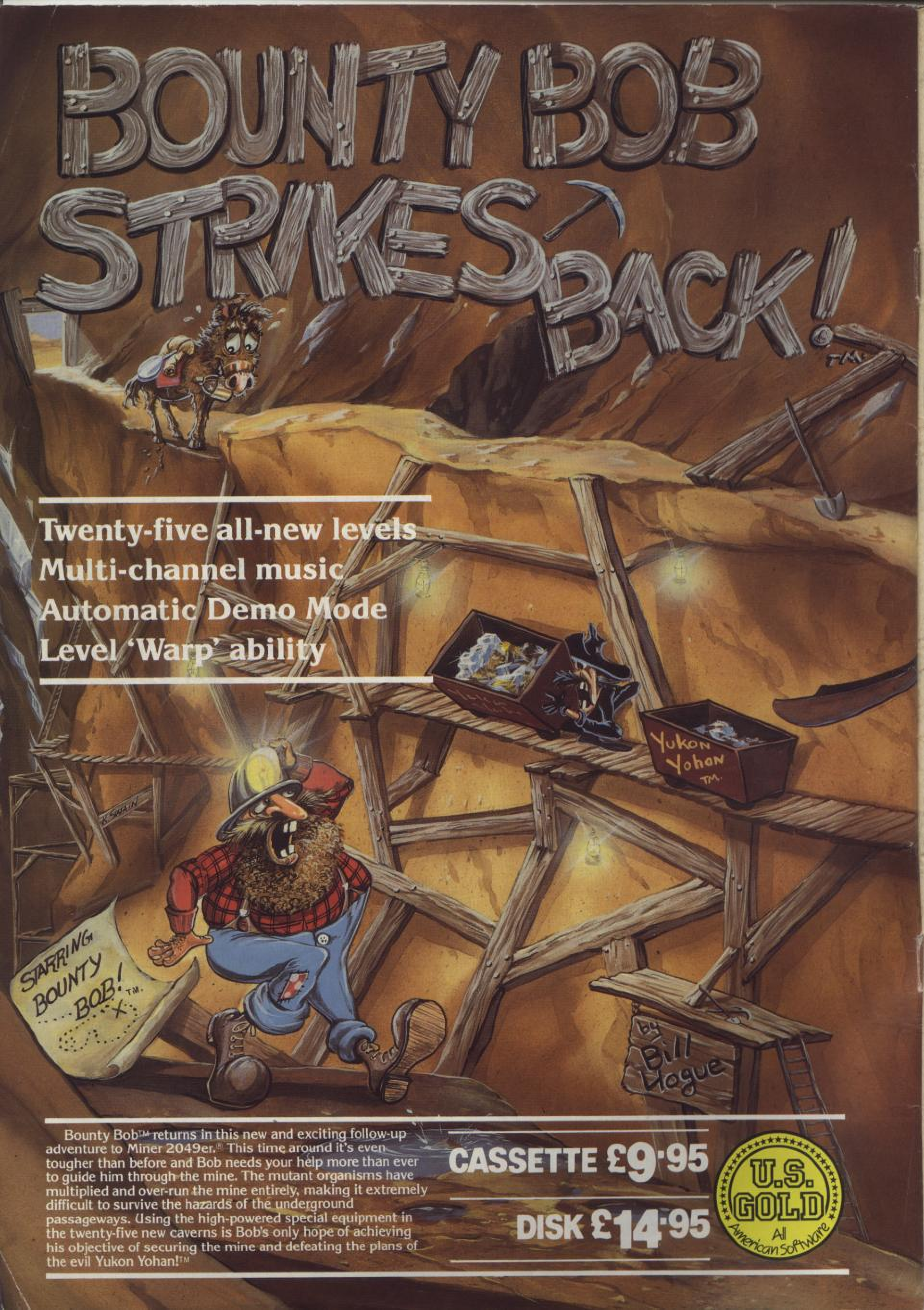
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ISSUE No.3

JULY 1985



JULY SPECIALS

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ZZAP-SECTIONS

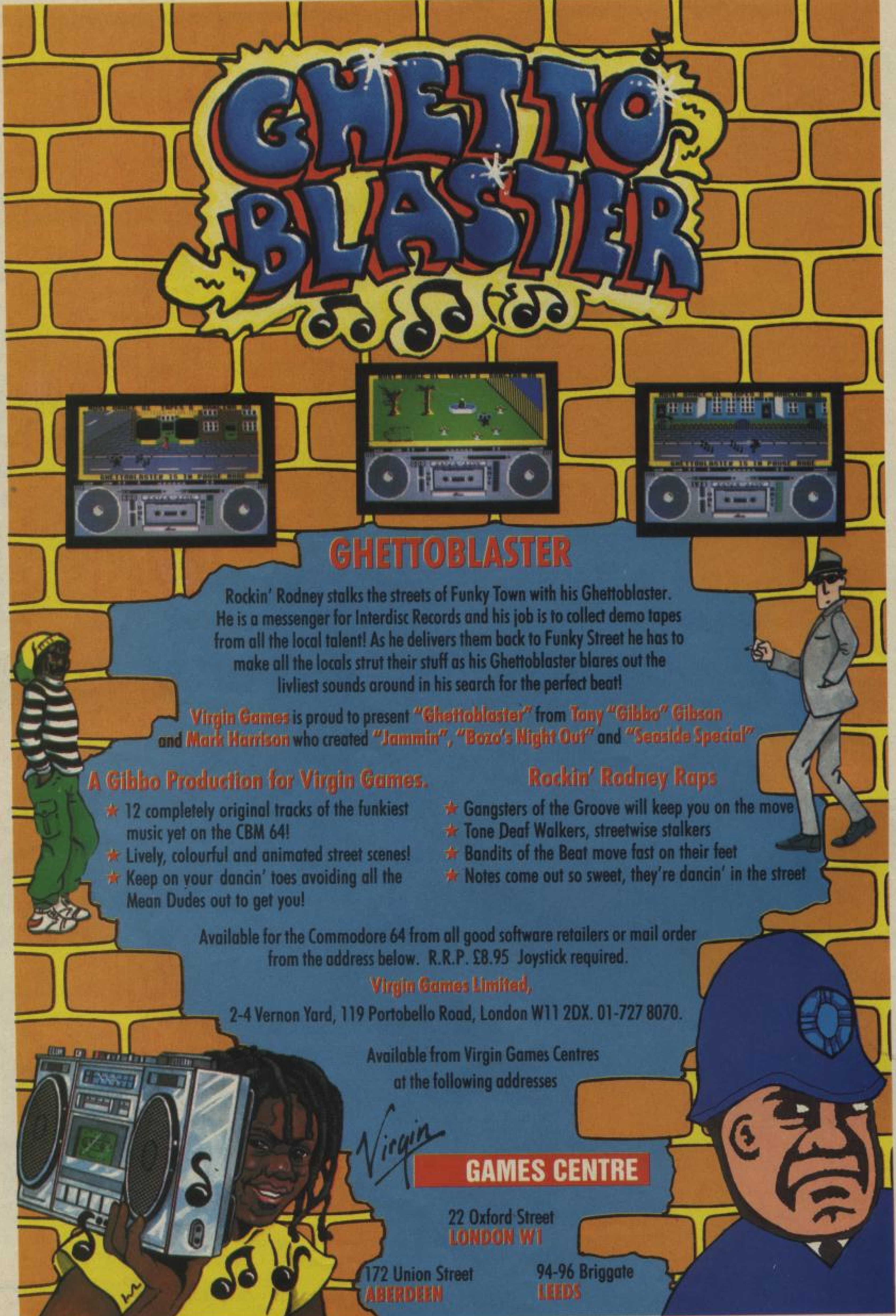
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NEXT ISSUE ON SALE JULY 11th — GET IT!

ZZAP-TESTS

G for Gold Medal
S for Sizzler
T for Tacky


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ZZAP! ED

Here we are again with Zzap number 3, which hopefully you'll agree is the best yet. Just to be perverse we've gone and chosen TWO gold medal games this time, both of which are quite unsurpassed in their respective genres. Between them they've accounted for a considerable number of very, VERY late nights, so if you notice the odd slurred comment or wonky piece of writing, you'll know why. . . .

Some things which you may think are slurred comments, but are in fact quite deliberate are a few strange new words scattered round the mag, like 'shmup', 'aardvark' and 'wimp out'. You'll find a full explanation for all these on the last page of the mag, so don't panic.

We're trying not to panic at the amount of mail now being jammed through our letter box. You people really do say the nicest things, mucho gracias. Pretty soon we'll be running a questionnaire to get some detailed feedback on the mag — but in the meantime, why not write to us with a page-by-page criticism, telling us the things you like and the things you don't. You'd be doing us a favour. . . .

See you next time,

Chris Anderson



Cheerful ol' Bob Wade has been deluged with letters of condolence following last month's horror drawings which revealed that his left hand grows out of his chest. Bearing in mind this handicap, he's a remarkably good games player.

Empire-ruling triumvirate
Oliver Frey, Franco Frey, Roger Kean
Zzap Ed
Chris Anderson
Ed's sidekick
Bob Wade
Sidekick's sidekicks
Gary Penn, Julian Rignall
A very nice person
Lucy Anderson
Big production chief
David Western
Production minions
Gordon Druce, Matthew Uffindell
Adman's contact
John Edwards
Male order
Carol Kinsey
Girl with 3000 subscribers
Denise Roberts

Editorial hovel (for reviews, news, comps, gifts, etc)
Zzap! 64, 1 Church Terrace, Yeovil, Somerset BA20 1HX
(Tel. 0935-78511)
Publishers' mansion (for ads, subscriptions, mail order, bills, etc)
Newsfield Ltd, 1-2 King Street, Ludlow, Shropshire, SY8 1AQ
(Tel. 0584-5620)

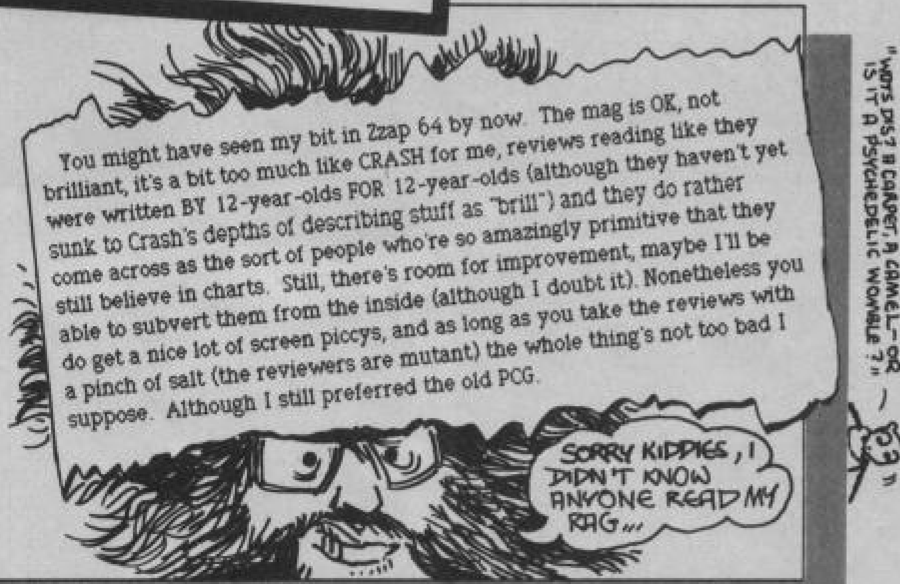
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Cover by OLIVER FREY

One man's meat. . .

I was a bit disappointed to discover this month that our outside columnist Jeff Minter doesn't actually like Zzap very much! This little comment was printed in a promotional newsletter which he sends out to people on Llamasoft's mailing list. Can't be sure, but I think his annoyance stems from our criticism in issue one of his latest game *Mama Llama*.

I'd be very interested to hear what anyone thinks of that review, and of Jeff's newsletter comment. No doubt he would too. Why not write either to me at the address in Zzap Rap or to Jeff at 49 Mount Pleasant, Tadley, Hants.



Angry Spot

Wanna know what drives me completely and utterly INSANE? It's people (and magazines) who shout their heads off saying that the Commodore 64 is a dying machine. DYING???!?!!?! I ask you!

OK, so Commodore have been behaving these last few months like a bunch of mentally deficient ARMADILLOES, introducing JUNKY machines, and BUNGLING their pricing policies, with the result that even sales of the 64 have been affected. But let's keep things in perspective, shall we??

Judged by its software, the 64 is still BY FAR AND AWAY the world's greatest entertainment machine. VAST numbers of ever-more-amazing programs are being written for it and will go on being written for it.

With so much going for it, it can ONLY be A MATTER OF TIME before Commodore patch up their relationship with the shops and get the machine selling again in huge quantities.

And when that happens the SCARE-MONGERERS are going to look like a bunch of half-brained, Amstrad-owning WIMPS who deserve to have their heads shoved in a (cont on

Hey, you could win something!

A lot of people never bother entering competitions, thinking that they stand only a miniscule chance of winning. I reckon they should try the following calculation.

This picture shows the response to four of the competitions in our first issue — they produced a total of just under 7,000 entries. That's a lot compared to many other mags, and yet you should bear in mind that there were over 200 prizes to be won.

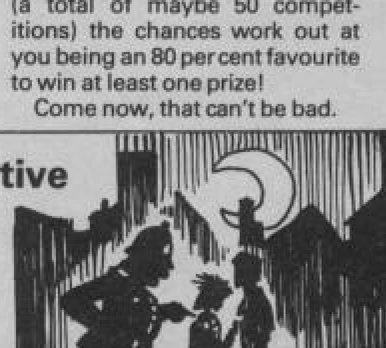
That means that in a single, typical Zzap competition the odds against you winning might be very roughly 30 to 1 (although obviously this varies enormously from competition to competition — some have fewer, but juicier, prizes, some are much more difficult to enter, so the number of entries is considerably smaller.) Those odds are actually not that bad. For example if you entered every Zzap competition for a year (a total of maybe 50 competitions) the chances work out at you being an 80 per cent favourite to win at least one prize!

Come now, that can't be bad.

Detective plays detective

Gary Penn and Julian Rignall haven't exactly raved about the new Rockford's Riot in their comments this month, however I note that it did succeed in keeping them playing in the office until 5am one night. This led to another of those entertaining confrontations with police officers for which this mag is becoming famous:

OFFICER: 'What's in that bag?'
PENN: 'My computer.'
OFFICER: 'What were you doing in that office at this time of night?'



PENN: 'Testing computer games. We work for a magazine.'
OFFICER: 'Got any tips on Sherlock? I'm completely stuck.'



Your letters to us, plus the ed's idiotic replies

I've been so busy drowning in sacks of mail this month I haven't had time to do any work on the mag itself, so goodness knows what those dreadful reviewers have been up to. Never mind, you've kept me smiling with your insane scribblings, and I'm proud to award another three games from our lucky dip to worthy authors.

One kind of letter which ISN'T going to win any games are those which rant on for ages knocking other machines. Had rather a lot of those recently owing to a certain letter I printed as a joke last month . . . they do get just a teensy-weensy bit boring after a bit, people. Especially as we all KNOW the 64's the greatest. For all other types of letter the address to write to is: Chris Anderson, Zzap! 64, 1 Church Terrace, Yeovil, Somerset BA20 1HX.

A snip at £50b

Dear Earthlings,

I now have the technology to make this offer/threat. After months of research I have written the most addictive game ever to be beamed down onto your planet earth. the game is called Manic Atilla and has screaming Psycho vandals.

It is so addictive that anyone who sees it will die of starvation because they will bee unable to take their eyes of the screen for even 1 nanosecond.

So here is my offer/threat. If the Earthlings do not send me 300 zarcs (equivalent to £50 billion) then I will unleash this experience on your unsuspecting public — the game shall be beamed into every software outlet in your area. You have been warned!

Yours deviously,

Scott the skateboarding punk, Newton Stewart, Scotland.

PS This letter will become engulfed in flames in the next five seconds.

I'm sorry Scott, but the £50 billion we collected for you was set alight by your letter.

Forget fast-loaders

Dear Zzap! 64

My pet gerbil's name is Fred. He spends half his time sleeping and the other half biting my finger.

Seriously though, I have a few comments to make on your reviews. First, why not include a 'difficulty' rating? It's useful to know what level of skill a game requires. Secondly, why not start a 'Playback' section and review some of the older 64 games compared to modern releases, eg. *Beach Head*. (We can't let that CRASH crowd outdo us!)

I've had a lot of trouble with some of these fast-loading games recently. I don't think it's just the C2N at fault here as I've been to the shop to replace it three times! I think it's about time that software houses and programmers got to hear the customer's view on fast-loaders. OK, the software houses have to protect their games from piracy, I accept that. BUT they have no right to do this by lowering the quality of the games they sell to their honest customers. Fast-loaders are far more unreliable than normal tapes — I have to load a Pavloda game two or three times before it loads properly. Even Commodore and Hairy Minter agree! So come on software houses, stop fast-loaders.

Thanks for a brill mag.

Noor Mirza, Streatham, London.

What? You're telling me that you enjoy waiting 20 minutes for a game to load?! My own feeling is that software houses should include two versions on each cassette, one with the fast-loaders, one without. This would allow people with iffy cassette players something to fall back on, but wouldn't send the rest of us to sleep while our programs load.

Beeb owner rave shock . .

Dear Chris,

I bought your magazine to pass the time on a train journey. I expected a pretty good magazine. But I was wrong. WOW, it was sensational. I really enjoyed reading it and I expect all 64 owners will love it.

Ah, you thought I had one. No, I own a BBC model B, but after seeing your games I'm thinking of changing. Now, to get to the point of this letter. I was wondering whether you knew any VERY good adventure programs for the Beeb. If so please could you tell me. Keep up the fandabadouzie work!

Jonathan Moss, Eastleigh, Hants.

Frankly, I should go ahead and change machines. Adventure progs tend to get just a teensy weensy bit squeezed on the memory-starved Beeb. However the kind-hearted Level 9 have been doing BBC versions of their excellent adventures.

And Atari too . . .!

It just so happens that I own an Atari 400 and not a Commodore but I think you'll find that many of us will avidly read Zzap! 64 in the absence of our own dedicated mag. Much of what you say applies to us anyway.

Cheers,

Andy Rice, Fulbourn, Cambs.

Great! Join the club.

And another thing . .

Dear Chris,

How about having a section called Zzap! Trap in which you examine as many new games as is possible or practical that come under a particular heading eg. sports simulation, flight simulation, arcade/adventure etc. You could put them into order, best to worst, slagging off the worst ones and praising the best ones, generally comparing their good and bad points. Maybe you could even make suggestions as to how future ones could be improved.

A variation on this would be to show how the different types of games of today have evolved and improved from those of the early '80s, and again looking forward to see what the future holds. It could be called Zzap! Thru Time.

On the Tips page give a screen photograph of the games being given the main tips: it helps the people who haven't got the game but like to read the hints (I know I do) to understand what is being said. The same is necessary on the great Zzap Challenge page.

You stated at the beginning of your first issue that your main concern is 64 software, and that hardware talk was out. I hope this does not include joysticks, and that you will include news on the latest joysticks available in your news-flash section.

Anthony Whyte, Sutton Coldfield, West Midlands.

PS I am still wondering whether having both a Hookability and Lastability mark is really necessary (PCG made do with Lasting Interest), and that (game) contents might be a better subject for considering.

Hang on. You forgot to comment on the size of the dots we use on our 'i's.

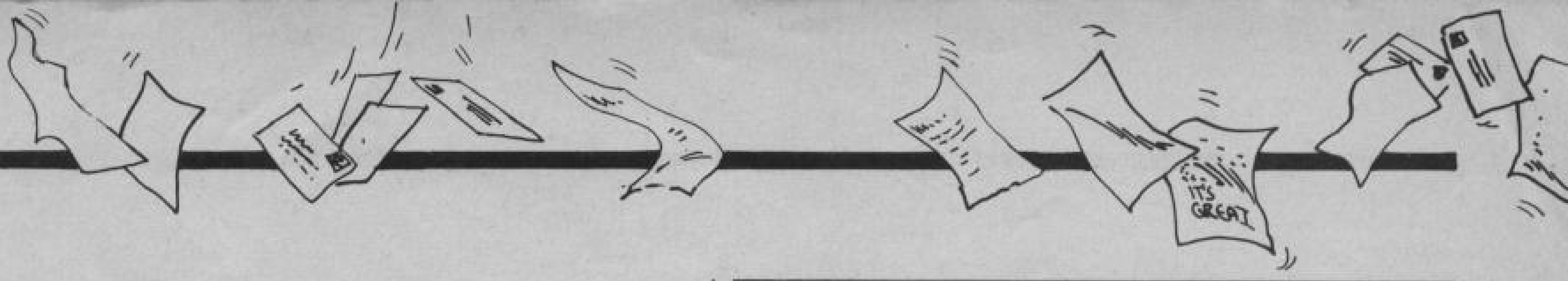
A crummy poem

Dear Sir,

For ages and ages,
I read through the pages
Of the mags for the 64,
Though sadly, alas,
They were all full of trash,
Hints that were such a bore;
But now at long last
All that's in the past,
Now that I've purchased Zzap! 64!

Kevin Wilkinson, Sheffield

A lucky dip LETTER-BOMB for the next bad bit of 'poetry' we receive



It's big bad parent trubble ...

Dear Zzap! 64
I write to you concerning your 'Mother Trubble' item. Spurred on by the reward for the 'most touching tale of maternal persecution', I will now tell my tale of woe.
It concerns not my Mother, but my Father. I was playing 'Impossible Mission' and by my standards was doing very well. I had all 36 code pieces and already completed 3 letters of the pass word.
Feverish with anticipation, I searched for the next 'punched card' when Zzap! (sorry)...My Dad TURNED IT OFF!
This did not go down too well with me, as I had never been anywhere near completing the game before.
Robert Cerdran. Colchester. Essex.
PS The mag is great and I am giving up buying C&VG to subscribe to you!

O Great master Chris,
I beg of you, please spare a moment of your important time, to help me in my desparate plight. I have the worst kind of Mother Trubble imaginable: Not only does she turn off my 64 when I am playing my games in her bedroom, I cannot get a game in edgeways. If that isn't bad enough, she can beat me on every game I own!
Please Masterful Master, send me a new game, with a letter forbidding her to play it and I will be your everlasting servant.
Yours desperately,
Martin Haynes, Bude, Cornwall.

NO WAY creepie-knicks!!

Well Hi!
Here was I with supposed chicken pox. Then my sister returned with Zzap! 64 and a bunch of grapes.
My first impression was 'What a daft name for a computer magazine, Nnap! 64' (Joke!!) But WOW, all the reviews!!
I flicked through the pages with great interest and glanced at the ratings. What surprised me was the bulkiness of Zzap! 64, unlike other 64 mags.
Anyway my boyfriend came and was (being a Vic 20 owner) duly impressed and kept rabbiting on about getting a copy of Zzap! 64. Then I had to read it, well flick through it again while Nick (that's his name) gave off comments like, 'Brill, no Amstrads, Elite for the 64, must get that when I get my 64.'
'Is Chris Anderson that young?' I asked.
Then I found my eleven year old sister reading Zzap! 64. The last time she read something was ... I can't remember, maybe she's never read anything else.
The mention of mother trubble, Huh! Yesterday ol' Dad, who rates computers as much as he rates ringworm or potato blight (he's a farmer) spent yesterday trying to jump off ropes in *Quo Vadis*. I didn't get a look in.
But the mag is great, almost as great as the computer page I write for the school mag.
Sarah Teasdale (Miss) (13 yrs), Doncaster, S Yorks.
PS I only have one sister, thank God.
PPS Is there anyone else who *hasn't* mastered *Impossible Mission?*

C Funny you should ask ...

The lights were low. The moon shone down onto my joystick as I was searching for the last puzzle piece to complete *Impossible Mission*. People everywhere in the World were relying on me to save them from the evil mind of Elvin. Aha! I've found it! Now I've completed the puzzle, all that remains to be done is to find the control room.
I was lucky, it was two rooms away. I was just about to enter the control room thus saving the terrified world when a head peered round the door and said 'Jamie! How many times have I told you to hang up your coat up when you come in. DO IT NOW, BOY!'
Oh no! Only a minute to go in the game as well! I went downstairs to do my job. I rushed upstairs, only to find the computer laughing at me.... The world was doomed. I could sense screams of fear from all sorts of different countries. The destruction of the world had begun. Why, oh why did my mother have to do this to our planet? I was very, very sad.
Jamie Phillips, Gosforth, Newcastle upon Tyne.

OK Jamie, you win the promised Mother Trubble cassette. I mean sacrificing earth was just too evil of her. I reach into the sack and come up with ... Gribbly's Day Out! *Don't let Mum at it.*

... and big bad family trubble

Dear Chris,
Congratulations to Zzap! 64. It's just what I needed because:-

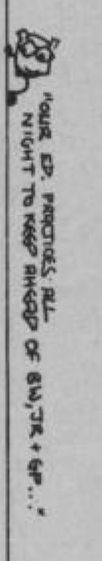
I'm a Mother with two horrid boys.
(No, they're not always our pride and joys)
When I'm on a screen where no-one has been,
I'm pushed off and told 'Don't be mean.'

This may come as quite a surprise,
(And I promise I'm telling no lies!)
That I'm zapping all day till the light fades away
So I'll still stay the best come what may.

I get good hi-scores and I beat THEM by far,
But they turn on me shouting, 'Hah! Hah!'
'Just wait for a while,' they sneer with a smile,
'And we'll prove we're the best by a mile.'

I must not buy too many games,
Or my husband will call me rude names.
But now that I've ordered your Zzap! 64
There's nothing can stop me — IT'S WAR!!!
Beryl Waters, Solihull, West Midlands.

I reckon that's worth the tape I promised for the most harrassed Mum. Nice one, Beryl.



We're the Vic Busters!

Both my colleagues and I would be extremely pleased if you would become an honorary member of the Vic Busters. Please find the enclosed badge as a gift to show your membership. To be a Vic Buster all you have to do is follow these two simple rules:
1. Upon seeing a Vic 20 one must attempt to use it as a door mat (i.e. stamp on it). While you are doing this you must be having hysterics and then finally throw it out the window.
2. Upon seeing a Vic 20 user one must talk in a loud voice to your friend about Vic 20 graphics (how terrible they are), Vic 20 sound (Spectrum sounds better than this) and Vic 20 memory (the slight lack of it).
We hope you will wear the badge at all times.
Yours hopefully,
The Vic Busters (Dominic and Liam), Southsea, Hants.
PS I ain't afraid of 3.5K.

Wanna know how you spot a Vic owner using a word processor? From the Tippex on the screen.

Saying it right

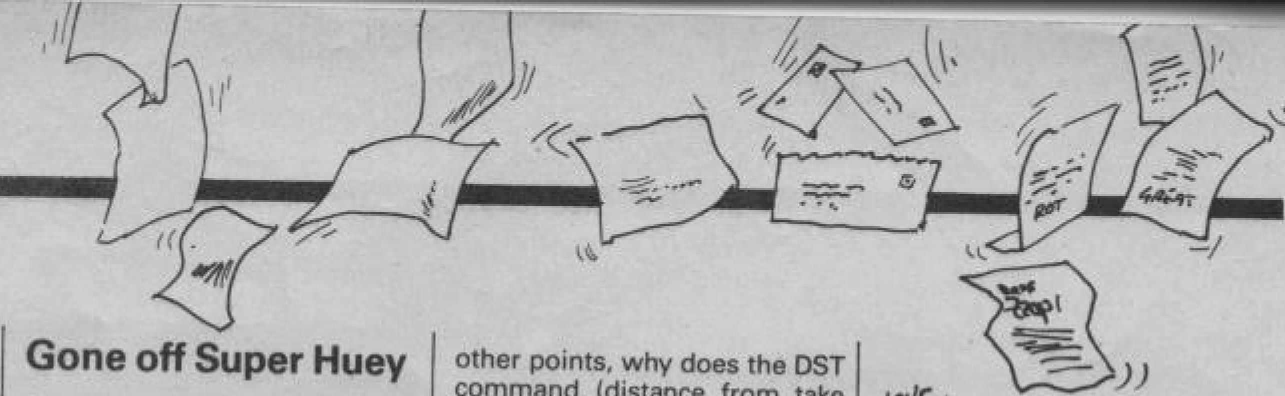
Dear Zzap,
Congratulations on a great mag. I think the whole layout just brilliant, But here's a few ideas.
Can we have more reviewers please — just three isn't enough. Instead of selling software in Zzap (how do you pronounce that word anyway?) why not sell merchandise of the software houses? For instance badges, stickers, posters, etc. It's good advertising for the companies concerned and you could make a few quid too.
Instead of having the Minter column why not call it Programmers' Forum. And different programmers could air their views on subjects they find should or shouldn't be in the computer industry.
Matthew Summerson, Teddington, Middx.

Hmmmmmm, not too sure that would work — most program mers can't write for toffee — at least not words, only programs. As for having more reviewers — that's absolutely out of the question. The three I've got give far too much trouble as it is. The pronunciation of Zzap? — well, I think the following letter may give you the right idea.

Dear Ed!
Zzzzzzzzzzzzzzzzzzzzzzzzzzzzz (no I'm not asleep!) zzzzzzzzzzz-zzzzzzzzzzzzzzzzzzzzzzzzzzzzzzzz-zzzzz (boy, my arm's getting sleepy) zzzzzzzzzzzzzzzzzzzzzAP!! !! (What else can you say?)
Yours Zzapfully,
K Yamin, Croydon, Surrey.

That's exactly it. To get the name right, you have to start quietly and work up to a kind of crescendo. Makes your newsagent's hair stand on end.

ZZAP! Rap



Free Micronet plug

Sir,

Loved the first issue, looks like you've got yourself a winner.

Especially good to see Jeff Minter writing a column for you as he's not scared to say what he thinks.

Jeff's right about the distributors and his solutions make sense. However, Jeff and many other software houses have found out the benefits of distributing their software houses electronically via Micronet or even Compunet (there I mentioned the competition).

For the price of a cassette, software houses can sell their products to thousands of buyers, and our members benefit from getting software at discount prices.

Keep up the good work.

Phil Godsell, Micronet 800, London.

Gone off Super Huey

I read your review of *Super Huey* with interest, having bought the program two weeks before your magazine. In first playing the game I regarded it with the same enthusiasm as your test team: great 'chokka-chokka' sound effects, suitably cluttered control panel (I'm fond of flight simulators), good 3D ground effects, etc. But after a while, I came down to earth, so to speak. Of the four scenarios, two (Solo Flight, Exploration) soon became boring and Combat gets frustrating when you have been shot down at random for the nth time as soon as an enemy helicopter has appeared. But it is the Rescue scenario that is the most puzzling, as it seems to be impossible to complete!

The way it seems to work is this: if you fly above 120ft you will always crash attempting to land, but if you fly at less than 120ft then you can't get through the mountains. There are a few other points, why does the DST command (distance from take off point) act so erratically? And why can you never drop a homing beacon? Is it me, or is the program flawed? Oh well, it's back to *Combat Lynx*. Much more dependable than those American machines....

Giles Collinge, Hebdon Bridge, W Yorks

The guys here are most puzzled by your letter. They tell me the secret on combat is to KEEP LOW. Provided you have a nifty trigger finger, you should be able to shoot down lots of enemy helicopters. Failing that you could try the homing missiles. Admittedly the guys haven't yet completed the rescue mission, partly because our copy has been nicked by one of those greedy reviewers on our sister magazine CRASH. What we'll do is print some detailed tips on Super Huey *as soon as possible. Well, as soon as we get the tape back. We're still firmly of the opinion it's a better helicopter simulator than* Combat Lynx.



LOVE

~~Kill~~ Rockford

There is one unfortunate small bug (literally) in your excellent mag, your friend but certainly not mine — Rockford. I am fed up of turning each wonder full page to see (usually), annoyingly, Rockford making some unwanted, wasted comment — he gets on my nerves. Whatever he says is totally irrelevant to me. Why pollute your amazing mag with such an idiotic insect. Get rid of him now. If you can't, or won't, then I will. Tell Rockford, if he doesn't crawl back under the rock he came from I'll hit him harder than any firefly ever has.

Yours angrily,

Richard Cugley, Pentrych, Nr Cardiff.



PS If you print my letter I'm sure my anger would be soothed to a certain extent.

I dunno if it will when you see what Rockford's doing to your letter.



A pompous gentleman writes



Dear Mr Anderson,

It is with great displeasure that I am forced into writing to you.

When I had heard the whispers that abounded before the arrival of Zzap! 64 I was quite eager to intercept a copy as soon as my newsagent obtained his set amount. When the moment finally arrived I immediately purchased the nearest copy and proceeded to flick through the pages of this 'revolutionary' magazine. What I found, however, was an extremely poor, excuse me ... **WOW, Dad's writing to Zzap! Cor look what he's sayin', Dave, he's sayin' it's rubbish! Well, it's ace, mega-fab, zipping ... oops! he's coming back** ... I do beg your pardon, one of the public servants had a slight query over the milk payments. I will continue. Zzap! 64 is an example of a very poorly designed games magazine which has none of the interesting, stimulating projects such as putting the computer in control over the cat flap that I expected. This is most disappointing (*RING — RING*) ... **There, he's on the phone. Well I wanted to write to you, but I can't spel. Anyway, Zaps really ace yknow, all the detailed reviews etc and all my mates luv it. Thank 'eaven there's no type in listings cos they're **!%* and never work and I really think that this mag'll work cos its got all right stuff in it and not piffle like another mag i know with 4 words in its titles that lives at a place called Priory Court wherever that is, anyway I was say** ...

Thank you for your patience, it is well appreciated and will not be abused. A further complaint is that there are no 'type-in' listings. Although as you have stated they do not sometimes work, it is a great challenge to get them to work and very educational — excuse me again, my copies of the Guardian, Telegraph and Financial Times have just arrived.

I hope you will take my criticisms to heart and perhaps take a leaf out of such excellent magazines as 'Electronics and Computing', 'Computer and Video Games' and 'Readers Digest'. This would be greatly appreciated and would certainly improve your production no end.

Mr Philip Knee, Bolton.

Dear Mr Knee-jerk, I am delighted to discover your enlightened and sober reading habits. May I also recommend the British Medical Journal, the Yeovil Telephone directory and Commodore User. Sample copies enclosed. Also a piece of software for that pesky son of yours to stop him messing around with your type-writer.

I own a Spectrum

Dear Zzap! 64,

Short but sweet. Great magazine but avoid wasting space by insulting Spectrum owners — remember what CRASH does? — and use it to good use. On the reviews side — good reviews but bad layout — keep the pictures straight, could you, instead of having them across the page. Also the rating system — very good but the bar values do not really do anything and waste space. A bit more colour in the pictures would also help as well as more clarity in the black and white pictures. (Follow CRASH's tactics of using a Cub monitor etc) as many pictures are dark or blurred. Please use proper cartoon style speech bubbles as well — it would make the overall appearance neater and easily readable.

A Spectrum/64 owner, Stephen A Graham, Carlisle, Cumbria.

Piccies in issue one were indeed pretty crummy, having been taken off a TV, owing to slight initial shortage of equipment. Hopefully you agree they're now pretty good, being snapped off a Commodore monitor. As for your first point, you must by now realise that I wouldn't dream of printing any more anti-Spectrum material.

Buying from source

One thing that really lets me down about computer mags is that they are always printing a load of stuff and nonsense about software piracy. If you are really bothered about whether the game you buy is the original then the answer is pretty simple — buy mail order.

All you have to do is read Zzap! 64 and when you find a game which Zzap say is ace you think 'Yeah, I'll get that', and then you send off to the company.

Companies can make a profit out of this as well. Interceptor Software have a really mega club which is totally free to join, and then flog their games off at amazingly cheap prices even their newer ones. If everyone did this then we would all be happier, wouldn't we? You could of course send off to Zzap! 64 to buy the games, but can CA and his ageing team be trusted?

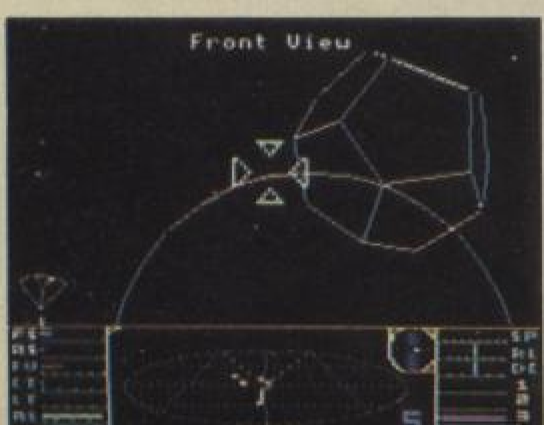
Robert Ireland, Prestatyn, Clwyd.

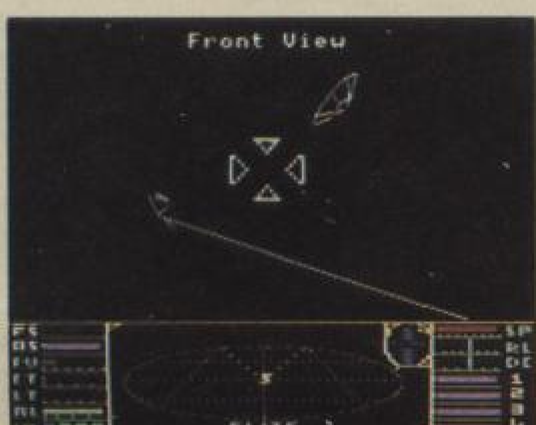
No. But then we don't send out the tapes. The lovely, trustable, Carol Kinsey does.


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· COMMODORE 64 ·









Elite – the ultimate, award-winning space challenge.

Once the privilege of BBC and Electron owners, Elite now takes a giant leap forward – onto the COMMODORE 64. (There'll be versions for the 48K Spectrum and Amstrad soon).

OUT IN DEEP SPACE, THESE REVIEWERS FACED THEIR TOUGHEST TEST.

Already tested by the intrepid explorers of the Commodore press, here – breathlessly – are just a few words from their advance battle reports.

"The Final Frontier?"

(Mega Game, Your 64, June 1985).

"**My favourite**... as absorbing and challenging as the original."

(Commodore Horizons, June 1985).

"To explain every element of Elite would take a book... **you'll run out of energy** long before Elite runs out of things to show you."

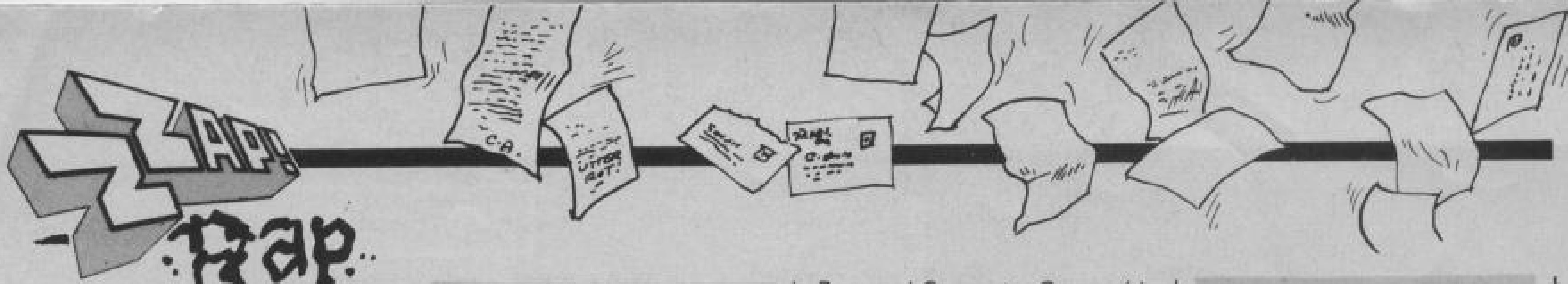
(Commodore Computing International, June 1985).

"A brilliant game of blasting and trading... truly a mega-game...**the game of a lifetime.**"

(Gold Medal Award, Zzap! 64, May 1985).

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My adventurous budgie

Dear Chris,

On reading your few paragraphs in Zzap! 64 entitled 'The Zzingiest Letters page in town', I saw the word 'guinea pig'. Now who in their right mind would write to a top computer magazine about their pet guinea pig?

This brought me to think about my pet budgie who is called Bibo. Well, about one and a half years ago I taught him to speak. Now, me being interested in adventure games told him adventure talk, eg. N,S,E,W, kill, pick up, go to, etc.,

One day when I was playing *Twin kingdom Valley* I came across an enemy. Me, being an inexperienced adventurer then didn't know what to do, Whether to go back or to stand and fight him. Then Bibo went and squawked 'Kill', so I stood my ground and killed him. What pot luck. I searched him and found money and food. That day he got extra millet.

Now I have been teaching him lots of adventure talk, and now when I've finished loading an adventure in all I can hear are 'pick up, open, get,' etc, all coming from Bibo. It is all so loud that I have to turn the computer off and reach for the asprins. Now I can only play it when I'm alone in the house.

Martin Witherden, Pinner, Middx.

PS Please, please, please could you send me a box of asprins as I am running short.

Hmmmm . . . Gary reckons you should buy some, er, platform training shoes. Well, HE thought it was funny.

Leave out politics

With *Raid over Moscow* why do you have to say whether people will find the theme to their liking? The graphics are excellent and so is the gameplay, so please review the game and don't bring personal feelings into it as there are other games like that one. *Battle for Normandy* was reviewed in this issue but nothing was mentioned about whether people will like fighting the Germans.

Unsigned, Newton Abbot, Devon.

I disagree. The ideas conveyed by some games are important and controversial. It would be a bad mistake to completely ignore these in a review.

Corny name!

I would like to give my views on Zzap! First things first. The magazine is brilliant, it looks set to become one of the best 64 mags ever.

What I don't like about the magazine is the name, Zzap! How completely corny and unoriginal. I think you could have done better.

James Hepworth, Chelmsford, Essex.

Unoriginal?!? How many other magazine names have two 'Z's and an exclamation mark?

Review Cad Cam

Dear Zzap! 64

I got hold of your fabulous magazine last Wednesday and have just finished reading it. It is quite frankly the best mag in the newsagents, the reviews are great and so are the game tactics, in fact its got everything a person with taste could want (someone with a 64).

But instead of grovelling in this letter I really wrote to ask you if you could review *Cad Cam Warrior* because I have heard it was good, but I wanted an opinion from professional reviewers.

Trevor Poulter, Hook, Hants.

It's not new enough for a full review, but we love it. With 8,000 screens, there's an awful lot of game there.

High score copy?

Dear Ed,

I see in your editorial that you're going to introduce a high-score table and feature play-offs. (Naughty, naughty — we've seen that before somewhere, haven't we?

I hope you're not going to waste too much space on that, better still don't bother. There's nothing more demoralising than having spent hours of sweat and toil saving the universe or akin task and running up what you think is a monumentous score (together with a very irate wife because she missed her favourite TV programmes) to see some creep has scored twice as much and then several pages on how easy he found it!

Great mag — shame about the name.

P F Barrett, Axminster, Devon.

The history of high score features is an interesting one. Computer and Video Games, back in the mists of time, started things off with their Hall of Fame, basically a collection of (claimed) high scores on a small number of selected games. Personal Computer Games (the mag a couple of us used to work for) took things an important stage further by staging a monthly playoff between high-score claimants to help siphon out cheat entries. With the launch of Zzap and death of PCG, I felt a bit more spice still could be added by having the playoff between a reader and one of the magazine team. Meanwhile the existing PCG idea of a challenge between two readers was copied (along with various other PCG features) by Your 64.

We may have a strange name, but our ideas are our own.

Bungeling by Ariolasoft

Dear Ed,

Recently, I bought a copy of *Raid on Bungeling Bay*. The game itself is excellent, but in the instructions it says that there is a victory parade and newspaper headline. There isn't. Is this a bug in my copy, or a misprint in the instructions?

Peter Brady, Cabra, Dublin 7.

We too were annoyed when we couldn't track those down. Maybe they're on the disk version only, and Ariolasoft forgot to amend the cassette version instructions . . . ?

Where's Star Wars?

Dear Zzap!64,

I'm writing to ask if there are any versions of the arcade machine *Star Wars* available for our machine, and if so, which is the best?

The Spectrum has a superb game, *3D Starstrike*, and I wonder if a conversion of this is likely?

I know of *Elite* and *Sentinel*, two 3D space games (and the mega- superb *Stellar-7*; similar to *Battlezone*), but none of these is too similar to *Star Wars*. Are there any other good 3D space shoot-outs available?

Lee Uren, Swindon, Wiltshire.

Parker Bros excellent Star Wars *cartridge (at £24.95) might still be around if you're lucky, otherwise you'll just have to watch this space.*

Mini raves department

As soon as I saw your magazine on the rack in the local newsagent I began to froth and foam at the mouth and immediately went into spasmic convulsions of joy. I sacrificed my 95p which I had taken ten years to save up and bought a copy.

For the next 48 hours I locked myself in the darkest depths of my smelly bedroom and solidly read Zzap! 64 without food and drink.

Lee Hayden, Bungay, Suffolk.

Dear Zzap! 64,

Excellent ideas! This magazine is great!

I've read dozens of British and American magazines and yours is by far the best games magazine I've ever read. My subscription is enclosed.

Don Meck, Brechin, Scotland.

Dear Zzap!

Thank God you came along! I'm a 26 year old freak and I love games! Your Mag is really super! Who needs program listings or business software reviews, I don't!

I'm German born and have lived most of my life outside of Germany! Since Jan. 1979 I have lived in Wexford, Eire.

Keep up the Superb Quality!

Zeno O. Winkens, Curracloe, Rep. Ireland

I've so much admired the Spectrum's mag 'CRASH', and so it's just like a dream come true there's a mag out for the 64ers that I think has even topped CRASH.

Simon Cann, Woolwich, London SE18

Dear Chris,

I have to admit I did own a doorstop (Spectrum). *(Tut-tut —Ed)* but was lucky enough to have CRASH as an excellent mag. But now I have a C64 and Zzap! 64 is unbelievable. Having just read through your mag I burnt all past C64 mags.

Secret Agent 4125 (David Doull), Edinburgh.

PS Why does GP keep scratching his shoulder (eg p44, issue 1). Has he got fleas?

Yes



It was whilst serving on HMS Glamorgan I saw your magazine for the first time and I was really impressed with your first issue, so much so I intend to order it each month from my newsagent. At the moment I get the Commodore Horizons and if you were to compare them it would be like comparing 'The Beano' against the Encyclopaedia Britanica.

I J Forbes, Portsmouth, Hants.

Dear Zzap!

I read your magazine and I thought it was amazingly cool.

No more bad vibes, everyone is happy. 50 reviews in one mag, WOW! that's super cool, like totally amazing.

This is the age of 64. Excellent interviews, totally incredible competitions, 'Spectrum' blowing prizes.

I like you, Zzap! You're on my line. Pass us the joystick, Jeff.

Gary Dibben, Poole, Dorset.

An excellent publication you are, you kept me away from my 64 for hours — more power to you. Other magazines keep my attention for about 30 minutes but I read Zzap! 64 from cover to cover without putting it down and then reread it in hope I had missed something — I hadn't. It was over four hours before I put the magazine down.

Gordon Kinloch, Abronhill, Cumbernauld.

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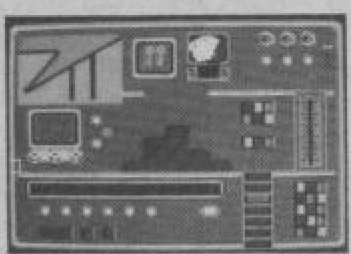
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Clumsy, opinionated superhack EDWARD BANGER bungle[s] games scene's hottest news and juiciest gossip.

Frankie goes computer

Those new-fangled Liverpudlian pop stars who've risen up the hit parade are now releasing a computer game with the help of Ocean. It's called, surprisingly, *Frankie goes to Hollywood*, and I still haven't managed to work out which one of them is Frankie.





The game is being programmed by those clever former Imagine people at Denton Designs, who also did *Shadowfire*. You can expect another strange scenario, and I have little doubt I won't get past the opening screen. I satisfied myself with snatching this sneak screenshot from an early copy of the game. Why can't someone do 'Jim Reeves goes to Nashville'?

Archer Maclean: a star is born



Watched the lads drooling over *Dropzone* this month — a distasteful experience, I can tell you. Since the game came to them from US Gold, they actually thought it was American, so I thought I'd impress them by tracking down the programmer who I happened to know was . . . British. This could explain why US Gold have put out this one under the label UK Gold.

The program author, Archer Maclean, naturally agreed to give the Banger a sizzling hot, world exclusive, face-to-face interview and explain to me how he came to write the game which is clearly going to make him and US Gold a lot of money.

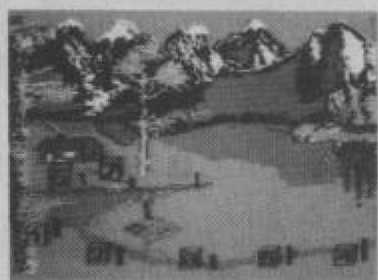
Dropzone was conceived on his Atari 800 back in July last year. Astonishingly, despite the fact that he'd been programming since the late 70s, he had never actually had a game released — much of his time had gone into programming 'brilliant' Atari versions of *Defender* and *Stargate* which for legal reasons never saw the light of day. The Atari *Dropzone*, based to some extent around these earlier games, took four and a half months of intensive 18 hours a day programming.

'When I showed it around and said I was going to convert it to the 64, everybody laughed,' says Archer.'They said: You just can't do that sort of thing on the 64!. Well that spurred me on further, so I went out and bought a 64 and converted *Dropzone* in just eight weeks.'

Archer Maclean is 23 years old, rather tall, based in Cambridge, dislikes Minter games, eats nearly anything (but can't *stand* Pot Noodles) and pursues many sports such as hang gliding, squash and water skiing. He also loves driving at very high speeds and playing arcade games written by Eugene Jarvis (*Defender*, *Robotron* and *Joust*.)

He's now starting work on *Dropzone 2* and spent a good deal of time talking to the lads here about what might or might not be included in it. Stand by for, at the very least, another ultra-hectic shoot-em-up with far more species of alien.

Take a careful look at this picture, because it's an exclusive, a first, a nap, a scoop — get the idea? Basically this is the world's first look at Alligata's new number Match Fishing with Jack Charlton *as described in this column last month. Very pretty it looks too. Especially in colour.*



The release date will coincide with the opening of the coarse fishing season, June 16th, which means that the boys hope to tell you all about it next month.

This tape costs peanuts

Mastertronic and KP (that's the crisp lot) have got together for a new game/megamarketing plan. The game features the star of that KP Skips advert character Clumsy Colin.

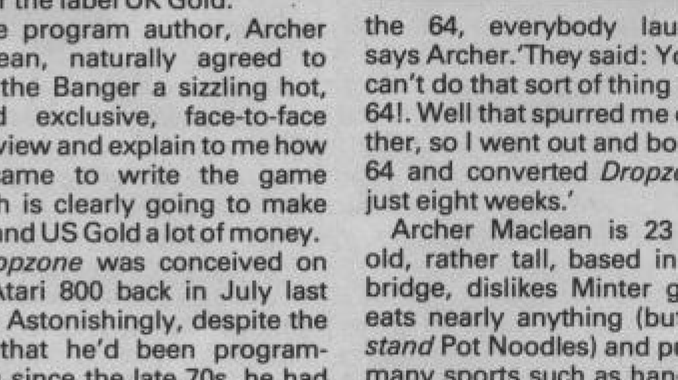
Mastertronic have had a program written round him, which they'll be selling at their usual cheapo price of £1.99. The big bonus for them is that the game will be promoted on rather a large number of KP Skips packets — 12,000,000, in fact. Not a bad little advertising stunt I'm a-thinking.

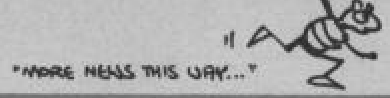
Incidentally, I hear this very journal has also got in on the act, with an exclusive competition centred around the game. Come next issue you'll have the chance of winning a disk drive or one of 10 crates of KP Skips. Seriously. The big bonus is that the Zzap competition will be promoted on rather a large number of Mastertronic games . . . Betcha can't wait.

Herbert is a wally

Remember the little horror, the uncontrollable baby Herbert from Mikro-Gen's *Everyones a Wally*? Well, old Ed can tell you that hot on the heels of that impossibly difficult (I speak for myself) release comes Herbert starring solo in his own game.

Herbert's Dummy Run, to be reviewed next issue, features similar sort of gameplay to its predecessors but includes a lot more mini arcade-style games like Breakout and Space Invaders. Great! Those are games I can almost cope with.





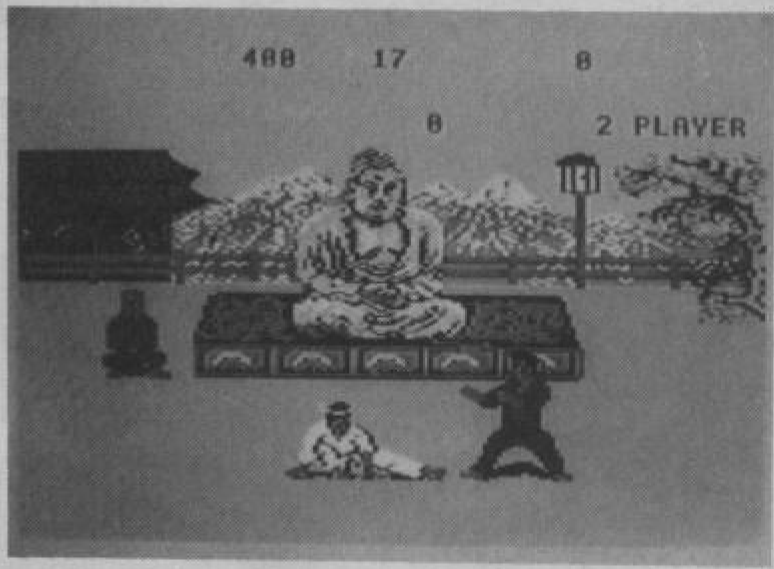
es his way through the 64

Jonah Barrington's legs

I bet you've been wondering why Jonah Barrington looks so worried on the New Generation ad for his Squash game?

Well, pin back your ears because old Ed's got the lowdown. In order to take that multi-exposure photograph, Jonah had to take his life into his hands and charge full speed across a court in pitch darkness except for the light from a stroboscope. Poor old Jonah was scared stiff that he was going to fall and break his legs, and who wouldn't be?

Never mind, Jonah, everyone knows that your legs are insured for a lot of money!



When wandering about the grounds of Melbourne House the other day I was horrified to hear unearthly screams and crashings from within. On closer inspection I saw that the staff were all crowded about a computer.

I couldn't understand what all the fuss was about until I was invited to see for myself the company's amazing new game. It's called *Way of the Exploding Fist* and is a martial arts game based, so I'm told, on the highly popular arcade game *Karate Champ*.

After popping down to the local arcade to compare the two I have come to the conclusion that Melbourne House's offering is even better than the arcade game!

There are a full 18 movements available so you can really chop, hack and kick your opponent to death, whether he happens to be the computer or another player.

The graphics made even my world-weary eyes pop out, allegedly over 600 sprites being used to make the animation as smooth and as realistic as possible. I'm now looking forward to see the review in next month's issue.

Rain won't stop play

After all these American sports simulations, here comes a jolly British one. *Graham Gooch's Test Cricket* is being launched by Audiogenic who say the game features graphics of similar appearance and quality to Commodore's *International Soccer*. You're given control over batting or bowling (but not fielding). And it includes teams made up of famous players, each with their own characteristics — if you put old Goochie on to BOWL, expect him to be hit out of the ground, he's as bad as I am.

StreetHawk and Daley ride again

Simultaneous with the release of *Frankie* (see elsewhere on this page), Ocean are also releasing the official StreetHawk game and the follow up to the controversial, but top-selling *Daley Thompsons Decathlon*.

StreetHawk puts you in control of the megamotorbike of the same name and *Daley Thompson's Supertest* gives you a variety of sports to tackle including tug of war, ski jumping and springboard diving.

Price wars, round 2

I predict an imminent new joint release from US Gold and Audiogenic called 'Price Wars'. The two companies have been preparing the way by tearing at each other's throats over the marketing of the latest Cosmi games *Super Huey* and *Richard Petty's Talladega*, to which they both have the rights.

First, as I told you last month, Audiogenic undercut US Gold's price on *Super Huey* by £3, forcing US Gold to follow suit so that both companies are now selling it for £8.95. Now US Gold have done the dirty on Audiogenic selling *Talladega* for £6.95, two quid less than Audiogenic's price. What happened? You guessed, Audiogenic have dropped their price to match.

At this rate these two companies are going to be undercutting Mastertronic before long. Well, Ed Banger, for one, isn't complaining.

BRUNO'S BOXING BONANZA



Elite's new game promises the thrills and spills of the boxing ring. FRANK BRUNO'S BOXING puts you in the gloves of this top British heavyweight. Seven opponents from different countries stand between you and the world champion. You have to fight these toughies to be able to challenge the champion of the world, who, as usual, is American.

The game is described by Elite as a 'light-hearted' boxing simulation which can allow people to 'learn something of the stamina and courage' of boxers. Sounds like it could be a real knockout hit. Geddit . . . ? Knockout . . . hit . . . boxing . . . ? What a wit.

And YOU thought vector graphics were SLOW

You may or may not have seen *Encounter*, a game which features highly original, fast-moving 3D graphics and has picked up something of a cult following among shoot-em-up connoisseurs. Well, pin your ears back because Novagen, the people behind *Encounter* (and also behind that hugely popular fast-loader Novaload), are now releasing a new game which, like its predecessor has been months in development.

Mercenary is also 3D and is also a shoot-em-up, but this time there are vector graphics. Er, I think that means the kind in which objects are depicted in a kind of wireframe outline, as in, say, *Stellar 7* or *Elite*.

Novagen told me that these are in the fact the FASTEST vector graphics ever seen on the 64 . . . oh dear, sounds like another game I won't be able to play. *Stellar 7* is too fast for me by half!

Remember the Falklands?

Anirog have a new release this month, *Jump Jet*. Written by a fully qualified Harrier Jump Jet pilot the game claims to give you the realism and excitement of flying a proper Harrier.

The program lets you practise take-offs, flying and landings before entering into a fully-fledged seek-and-destroy mission. There are four skill levels, reflecting the ranks of the RAF. This could well be above my intellectual level.



Earth-shaking new game..?



Details have been filtering through to me of the new game coming out from Beyond on the Monolith label, *Quake Minus One*. Quite a scenario, to this one.

It's the late 1980's and on the Atlantic seabed lies Titan, an automatic robot-controlled power station. Situated on a thin section of the Earth's crust it draws power from the magna flows beneath the surface.

So far so good, but . . . the Robot Liberation Front have invaded and have interfered with the earthquake-dampening computer which controls the whole complex. They demand equal rights to robots or they will interfere with the Quake mode on the computer causing massive tidal waves along the whole of both the European and American Atlantic seaboards. You take control the day before the quake is due to occur, hence the game title.

Listening to the tone of that, I wasn't surprised to learn that one of the game's programmers is Mike Singleton, author of *The Lords of Midnight*, who specialises in developing new game types. This one is described as — 'icon-driven arcade/strategy'. Er, I think icon-driven means that there are no words involved, just select the actions from pictures. But there are also landscape graphics similar to *Lords of Midnight*, except . . . they move. Fast. I've seen them. There are in all some 6000 moving ocean bed locations, so I guess this is another of those games the Banger won't be able to play at all.

Quake Minus One is out at the end of June and will sell for £9.95.



Commodore to serve up an ace?

The follow-up to *International Soccer* and *International Basketball* has been revealed. Stand by for . . . *International Tennis*.

Written by Andrew Spencer, author of the other two hit programs, it will offer a new approach to tennis instead of the normal view-from-the-base-line like *Matchpoint* and *On Court Tennis*. Instead the game will be a viewed across the court and will scroll from side to side with the ball.

The game characters will be similar graphically to Spencer's earlier games, only this time they'll be in the traditional white tennis garb. Let's hope they don't behave like that horrible Yank John McEnroe.

US Gold go for a duck

Hooray, US Gold have wrangled the rights to my favourite Walt Disney characters.

Yes people, you'll soon be seeing Mickey Mouse and Donald Duck coming to your screens in full technicolour. Winnie the Pooh and Pluto will be following in their footsteps. All these characters have had programs written around them in the US and are to be released over here on a new US Gold label called 'Kids'.

And that's not all. Later on in the year there will be official computer game versions of the new Walt Disney films *Return to Oz* and *The Black Cauldron*. There'll also be a game of my all-time favourite films, *Jungle Book*. I can't wait, despite the fact that I'm over seven years old.

VIEW TO A KILL

Bob Wade takes a sneak preview at the new James Bond game on which Domark hope to make a killing





Bond is back and facing his toughest challenge yet — on the 64! The game is based on the film released this summer and sticks quite closely to the story line.

My preview was at the London offices of Domark (previous release *Eureka*), the company behind the game, where amidst the pre-release chaos they had time to show me how progress was coming along. They were still compiling the various sections of the program, which is no easy task since it features three completely different games, speech synthesis, two theme tunes and of course a save-the-world-from-a-mad-megalomaniac-plot.

The megalomaniac in question is the evil Max Zorin and he's got a nasty female sidekick by the name of May Day. Zorin wants to corner the world market in silicon chips and has a crazy scheme to blow Silicon Valley in California into the Pacific Ocean, leaving him as the sole supplier. As you've probably guessed it's Bond's job to stop it happening.

The game action starts with the sequence from the film where Bond appears reflected in an eye, walks to the middle of the screen and shoots towards you. This is accompanied by the Bond theme tune (you remember: *doing diddle-da-da dum-dum-dum, etc . . .). When the eye has turned red with blood and wobbled away, the music changes to the Duran Duran theme from View to a Kill and the credits scroll by.*

The music was converted to the 64 by Tony Crowther and is excellently done using all three channels to the full. The speech hadn't been finished when I saw the game, but you can expect it to say things like 'My name is Bond, James Bond', 'You've failed Bond', 'Well done Bond', and even 'Damn it!' when he makes a mistake.

Each of the three games fills the memory and so have to be loaded separately, but it means you're getting three games for just £10.99. Here's what happens in each.

GAME ONE

This is set in Paris where Bond has chased Zorin's female accomplice up the Eiffel Tower where she jumps and floats off on a parachute. Bond borrows a car and gives chase.

This is where you come in and are presented with a split screen view of Paris. On the bottom is a plan view from high in the air showing you the area around you, your car, one way streets, the parachute and a number of landing points. Your aim is to get to the landing point before the baddie.

You are faced by lots of problems like damage to your car from collisions, the Gendarmes chasing you for going the wrong way up one-way streets and the parachute constantly changing course. Whether you get to the point or not you are given a code to enter the next section of the game.

GAME TWO

The second game takes place after Bond and his female friend Stacey have been captured. They've been trapped in a lift in a burning hotel and whilst Bond has managed to escape he still has to rescue Stacey and get out of the hotel.

The bottom of the display shows the hotel with the rooms on fire, where you are and where you've been. The top of the screen shows the rooms and contents in 3D with Bond in his customary evening suit. To get out you have to explore the hotel using the masses of objects that are lying around.

The puzzle/adventure element is controlled via the joystick and allows you to choose an object from your inventory and use it in standard adventure ways: use, search, drop etc. You can also give instructions to Stacey (once you've rescued her) to help you.

You can't walk into a room where the fire is already burning but the closer you get, the slower you move due to the intense heat and fatigue. Fail to rescue Stacey and she'll scream as she gets frazzled but even if you lose her (callous swine!) you can progress to the next stage.

GAME THREE

The third stage is set in the caverns below Silicon Valley where you have to dispose of the bomb that threatens to destroy the world's chips. It's done *Impossible Mission* style with Bond running and jumping around the caverns but these are a bit *Quo Vadis* like and will need mapping.

Once again there is a strong puzzle solving element with stacks of objects to find, lifts and ropes to use, and some nasty little traps.

As a package the game looks very promising. To see whether it lives up to the promise, have a look at our full review next month.

"WHAT DOES 007 CALL THE 'BERETTA' GUN HE KEEPS IN HIS CAR?"

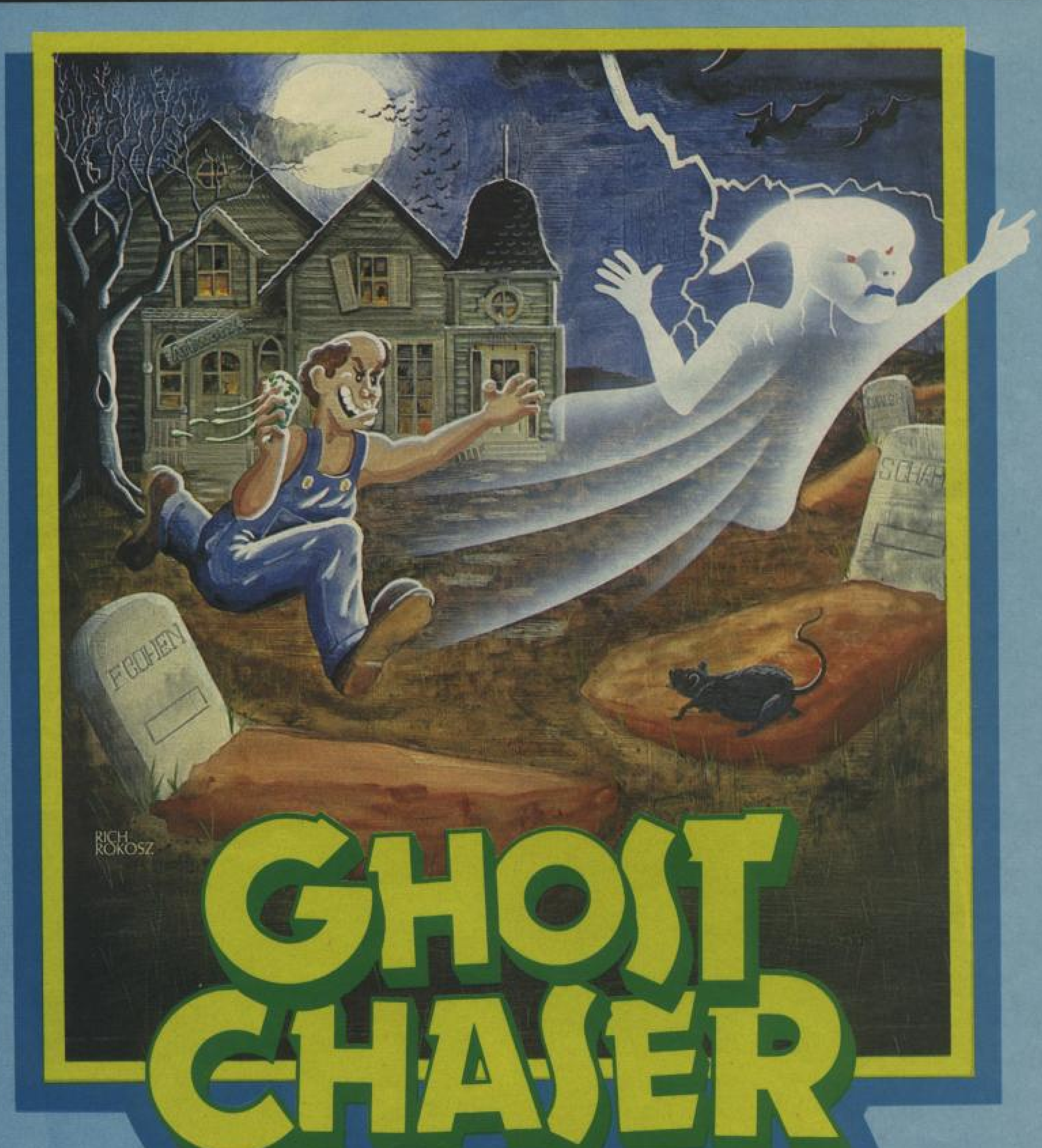


"A CARBERETTA...!"

arcade action
detailed colour graphics

ADVANTAGE
Artworx

sixteen screens
problem solving scenario





GHOST CHASER features detailed graphics, sixteen game screens and an action oriented, problem solving scenario. You'll meet Harry the Ghost Chaser and a host of weird phantoms as you explore the different rooms of Fairport Manor. Points are scored each time you blast the large ghosts that materialize at random. The only way to capture these spirit adversaries is to find and collect the 8 keys needed to open the ghost chamber. Watch out for the many tricky obstacles and above all avoid contact with anything that moves!... they'll send shivers up your spine.

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JULY

DROPZONE

UK Gold/Arena Graphics, £9.95 cass, £14.95 disk, joystick with keys.

- **Superb Defender-based shoot-em-up**
- **Nine different enemies, furious action**
- **Brilliant graphics, excellent control**

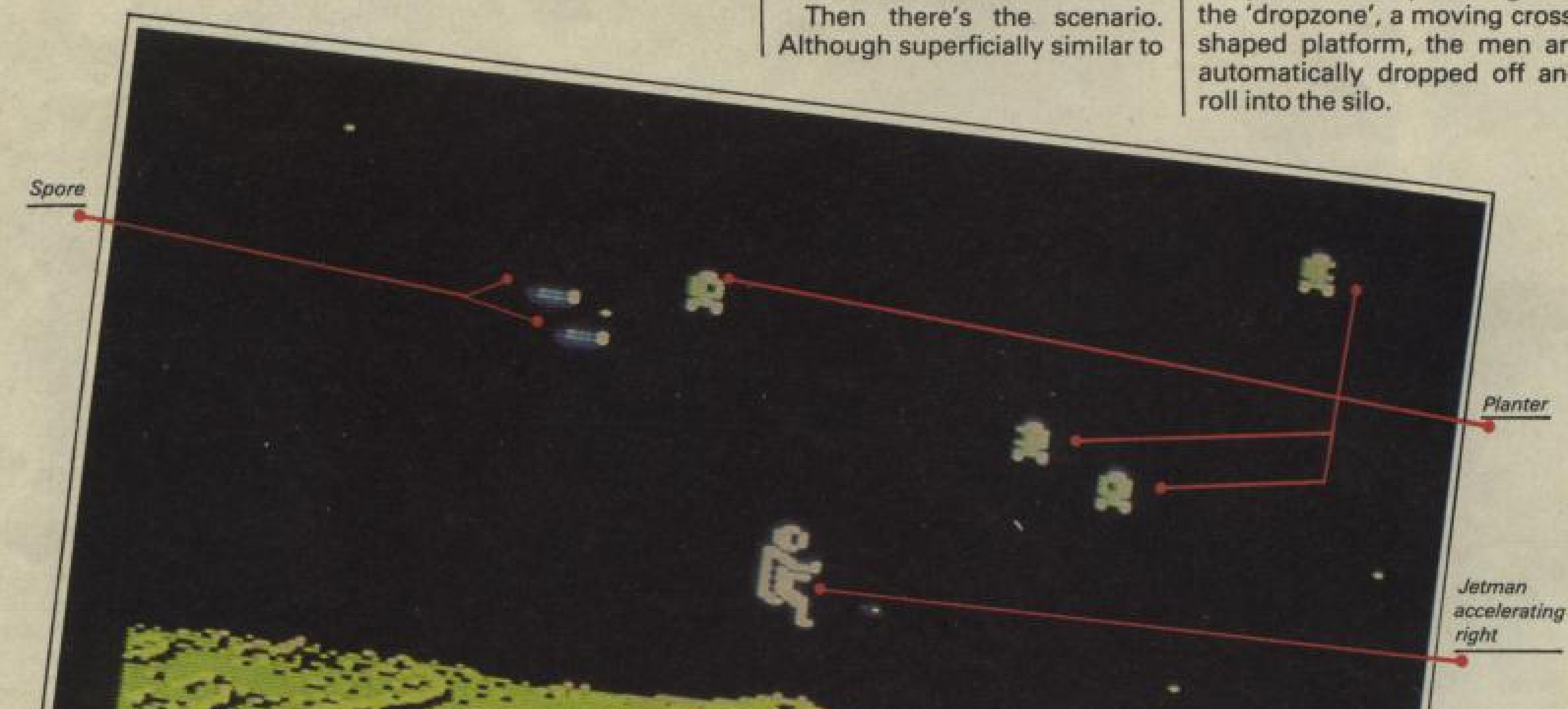
A futuristic space battle with roots in *Defender* and *Jetpac* comes to your screens in this absolutely brilliant shoot-em-up.

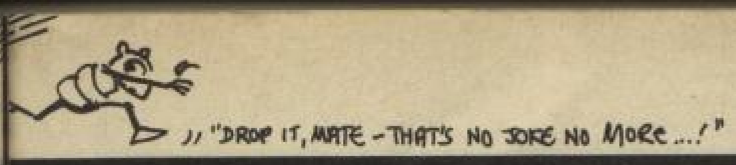
The game places you in a similar scenario to *Defender* — fighting enemies above a two-way scrolling landscape. And the character you control is straight out of *Jetpac* — an armed space-man equipped with a jetpowered backpack. But it's the differences that will get the blood pounding through your temples.

For a start the graphics: they make *Defender* look prehistoric. The single-line planet surface has been transformed into a realistic, rugged terrain covered in volcanic craters and lava pools. Yet it scrolls every bit as fast and smoothly as in *Defender*. The aliens (there are nine species instead of *Defender*'s six), your character, and the scanner are also graphically much more detailed.

Then there's the scenario. Although superficially similar to *Defender* in that you're trying to protect scientists on the planet surface, the task this time is more complex. Instead of being carried away by landers, the men are under threat from Androids which are deposited on the planet surface by Planters (see accompanying box). Your job is to rescue the men before this can happen and to destroy all the planters and other aliens. Once all are destroyed, you receive bonus points and then a new, more difficult wave of enemies.

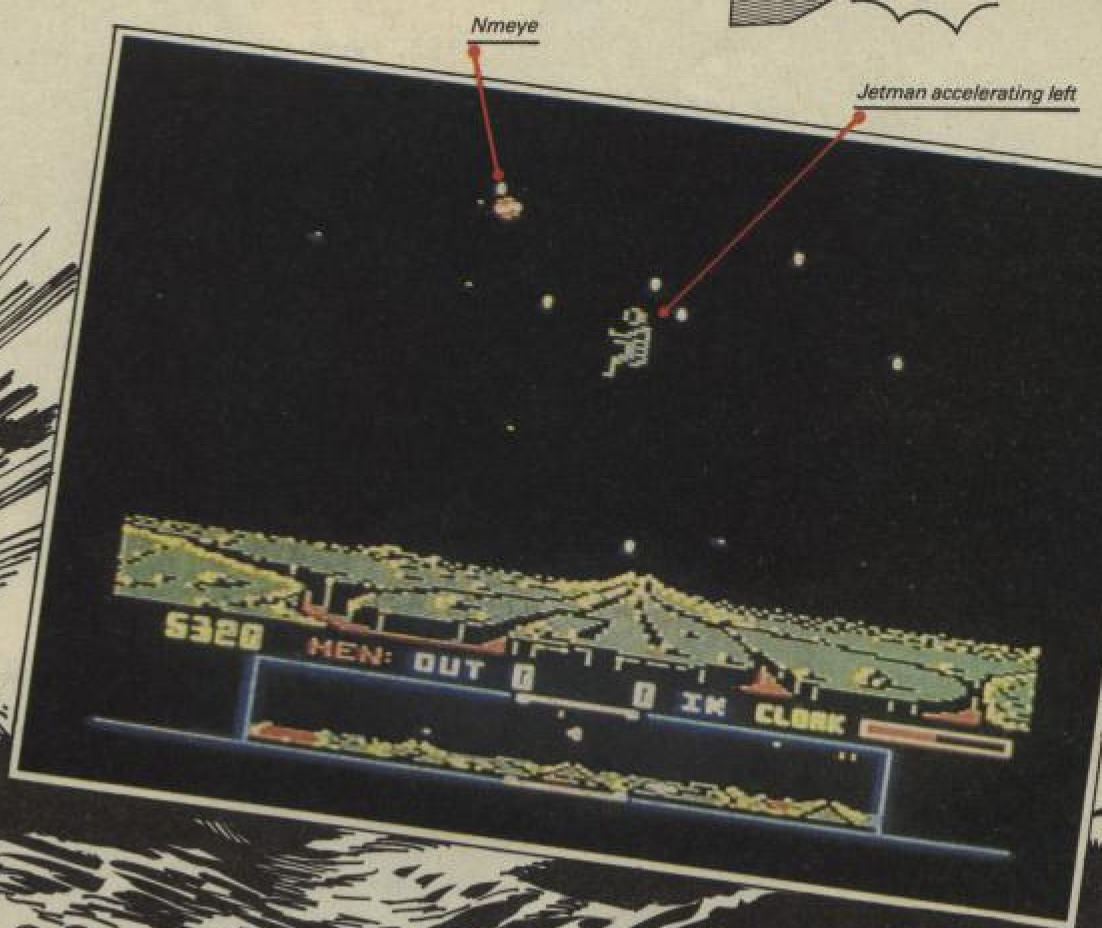
The rescue takes place like this: the scientists roll along the planet's surface in spherical survival pods. By flying into them, you automatically pick them up. Then you must carry them (one at a time) to the relative safety of the planet silo. By moving over the 'dropzone', a moving cross-shaped platform, the men are automatically dropped off and roll into the silo.





Dropzone *is, quite simply, THE shmup on ANY micro. The combination of fast action, excellent controls, brilliant inertial effects and alien variety make this a compulsive and exhilarating masterpiece. Excuse me, but I can't spend any more time writing trivial comments when I've got* Dropzone *to play.*





If by any chance you lose all your men, you'll be in real trouble because the planet starts to erupt — the volcanoes spew out white hot rocks and all the aliens turn into anti-matter which bounces about making it very hard to stay alive. What's more you won't get a new set of eight men until the next fifth or tenth attack wave.

Although sounding a formidable task your Jetman has excellent armament. Firepower is superb: massive rapid-firing laserpower, space-bar activated smart bombs (which, as in *Defender*, destroy everything on screen) and an 'inviso cloak' (to activate, hit any key apart from the space-bar) which will allow you to go through everything including your men! Although the cloak is a vital defence, it can only be used for a short amount of time before the inviso power runs out. After each wave it will be replenished.

Underneath the main screen display there is a superb scanner — a miniature display of the whole planet which you can use to see all the troublespots and where the action is at. The scanner is so good, it's almost possible to play *Dropzone* without looking at the main display!

The attack waves are of two sorts. NORMAL waves feature all the aliens complete with androids, planters etc. TRAILER INVASIONS come every fourth wave (*see box*). These are very tough and require some solid blasting to survive. You still have to collect the men and take them to the dropzone, only this time there are no planters and

Simply a dream come true: at last a really brilliant shoot-em-up on the 64 which will keep any megablaster happy for months and months. If you are good at Defender *you'll find your tactics work really well here, if you are a novice then it'll take time to learn how to play this game really well. But whoever you are you should go out NOW and buy it, it's •%?£!!! amazing!*



Those evil enemies

There are nine different things which can kill you, eight of which rove around the planet. Each have special missions which all ultimately end in your destruction:

PLANTERS. These are the most basic of aliens, although they have the most important of tasks. They roam about above the planet surface until they find a man. When they do so they'll produce an ANDROID, a small red sphere, which they start to lower onto the surface of the planet. If the planter reaches the planet and drops the android off, the planter then mutates into a Nemesite (see below). Meanwhile the android will roll along the planet surface until it finds a man. When it does so it'll self-destruct taking the man with it. If there are no men left on the surface it will roll along until it finds the silo and enter, destroying a man. Needless to say, you should destroy the planter before it drops an android. You are aided in this, by the shrill squeak emitted by the planter when an android is produced, plus the fact that the android appears on your scanner and an arrow indicates which way you should fly to find it.

Incidentally on higher screens the planters exhibit highly intelligent behaviour, hunting for you in gangs, but fleeing rapidly should you prove a mean shot.

NEMESITES. These mutated planters come roaring after you as soon as they develop and will track you relentlessly at high speeds whilst chucking bombs around.

BLUNDER STORM. Impressive-looking clouds which float about the planet dropping acid rain or belting out huge thunderflashes. Needless to say these are both fatal to the touch.

TRAILER. A small spherical, spiny horror which floats about harmlessly until you shoot it. It thereupon bursts into . . .

SPORES. These thin comet-like objects follow you about emitting excited squeaks. They're very hard to hit and should be killed on the spot. If you leave them you could run into them as they're very difficult to see at high speeds.

NMEYE. This evil red alien is equivalent to a baiter in Defender. Take too long over a wave and it will appear track you relentlessly at super high speeds firing like crazy. If you start to get these (unavoidable on high levels) prepare to fight for your life.

ANTI MATTER. This stuff appears after you've lost all your men. It bounces about dropping bombs all over the shop and is generally a real pain in the neck. Laser like crazy to get rid of this stuff.

VOLCANOES. These start to erupt after you've lost all your men. They hurl out deadly white hot rocks at a furious and horrific rate. If you have to pass them then climb to a high altitude.



androids . . . well, not until the higher levels where the fun really starts.

Fortunately, every 10,000 points you receive a new life and a new smart bomb (three of each to start with).

At the end of a game you are also given a rating, from the lowliness of 'practice recommended' to the highest I've achieved: 'mega-star'. I'm not sure how far the ratings go but they are many and humourous.

Game feel is excellent and has fantastic control potential for an experienced Dropzoner. You have four-way joystick control over the Jetman, but you have to allow for his inertia, and also the effect of the planet's (weak) gravity field.

Sound too is ace: arcade quality blasting which is loud, original and varied and really adds to the game.

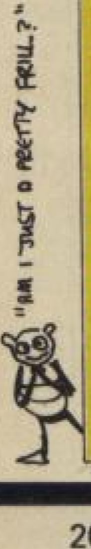
Any shmup fan who doesn't have this game as pride of place in his software collection is either a total wimp or needs to undergo psychiatric treatment now!



Pretty frills

Dropzone has several touches which add real class to the game's atmosphere.

- As your jetman zooms about the planet's surface you can see him working the controls of his jetpack, while his legs are pushed back as he accelerates.
- At the end of a wave he raises a hand and gives you the thumbs-up. Well, you need all the encouragement you can get!
- On the high score table the top scorer has his name displayed in large, glowing multicoloured letters. Really makes you want to go for those highscores.
- When you die you explode into thousands of little pieces in a great firework display, one of the most impressive explosions anywhere.





Defender has long been the ultimate shmup, the best 64 version being Guardian, *but now even this classic arcade game has been surpassed.* Dropzone *has tremendous action and unlike its predecessors has inertia control that even I found a joy. I still found it really tough though and will be battling with it for months to come.*

Rating	Score	Comment
PRESENTATION	85%	Excellent opening sequence and high score table.
ORIGINALITY	53%	Based on Defender but with new aliens, new scenario.
GRAPHICS	89%	Fast, smooth scrolling, great planetscape, aliens and explosions.
HOOKABILITY	97%	Fast blasting that's so compulsive you won't be able to leave it alone.
SOUND	61%	No music but lots of great effects throughout.
LASTABILITY	96%	The waves are still getting harder at one million points.
VALUE FOR MONEY	95%	Shmup fans can't afford not to have this one.


RUN FOR YOUR
LIFE
WITH
AMAZON WARRIOR
Deep in the steamy Amazon jungle danger lurks amongst the swamps and creepers. Armed only with a blowpipe and a limited number of poisoned darts, your journey takes you through some of the last unexplored areas of Rainforest.
Look out for treacherous headhunters and scorpions, while above you deadly tree snakes wait to strike at easy prey.
Try and outrun them, but you'll have to stop, load and shoot eventually!
Your adventures take you through dank, eerie caves echoing with the sound of bloodsucking vampire bats. Wierd wraithes chase you out to face the climax of the game around a ruined temple.
Dodging the crumbling masonry you must combat giant spiders waiting to entwine you in their deadly webs. But are you accurate enough with your blowpipe to face the final conflict?
There are 4 levels of difficulty spread over 3 incredibly detailed 3D scrolling landscapes and should you be caught out, the end you face is definitely not for the faint hearted.
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The tomb inhabitants

MOSQUITOES. Materialise in the corridors and fly back and forth in a predictable up and down pattern for a short time. Unless whipped or avoided, will deplete your lives.
FLIES. As above.
MUMMIES. Materialise in a similar manner to the above, only pace back and forth along the corridor, arms outstretched, causing problems unless dealt with or avoided.
CROWS. Appear in the same fashion as the Mosquito etc, only these don't harm you. Fly from left to right until they dematerialise at the edge of the screen, occasionally carrying a life-enhancing 'Ankh'.
SCORPIONS. Appear on the floor of the corridors and scuttle after you, depleting your life force should one hit you. Whip it or skip it.
SNAKES. Found in some of the anterooms. Move predictably back and forth along pathways and must be jumped or avoided to prevent partial loss of a life.
CLOUDS. Found in an anteroom very deep in the tomb. Move back and forth above ground in a similar way to the snakes, only they flash lightning periodically. Should you be touching the cloud when this happens, your lives will suffer.
BOULDERS. Only found in certain antechambers. Some roll along pathways and harm on contact, whilst others can be moved in one way or another.
OTHERS. There are various authentic looking statues of Egyptian Gods, obelisks, bull-heads and sarcophagi scattered about the place, none of which harm you, but some of which block vital doorways.



Oooohh! I'm knackered. I played this game for 16 hours yesterday, stopping only for food, nicotine and the type of coffee that strips paint. Exploring and mapping this fabulous game is both stimulating and tiring, through the lows of defeat to the exhilaration of finally solving one of the many horrendously difficult puzzles. A truly classic game containing some amazing backdrops. Brilliant one, guaranteed to keep you in the company of owls for weeks.

JULY



ENTOMBED

Ultimate, £9.95 cass, joystick with keys

- **Incredibly absorbing, addictive, original arcade-adventure**
- **175 screen playing area with atmospheric graphics, ingenious puzzles**
- **Moving platforms, magic whip, controllable torch, gongs, pools, invisibility, etc**

As the cassette reaches the end, and loading nears completion, you say to yourself 'I wonder if Ultimate have done it again?'. Once the game has finally loaded and you've pressed the fire button to start, your heart sinks and you think: 'They haven't — it's *Karnath* revisited'.

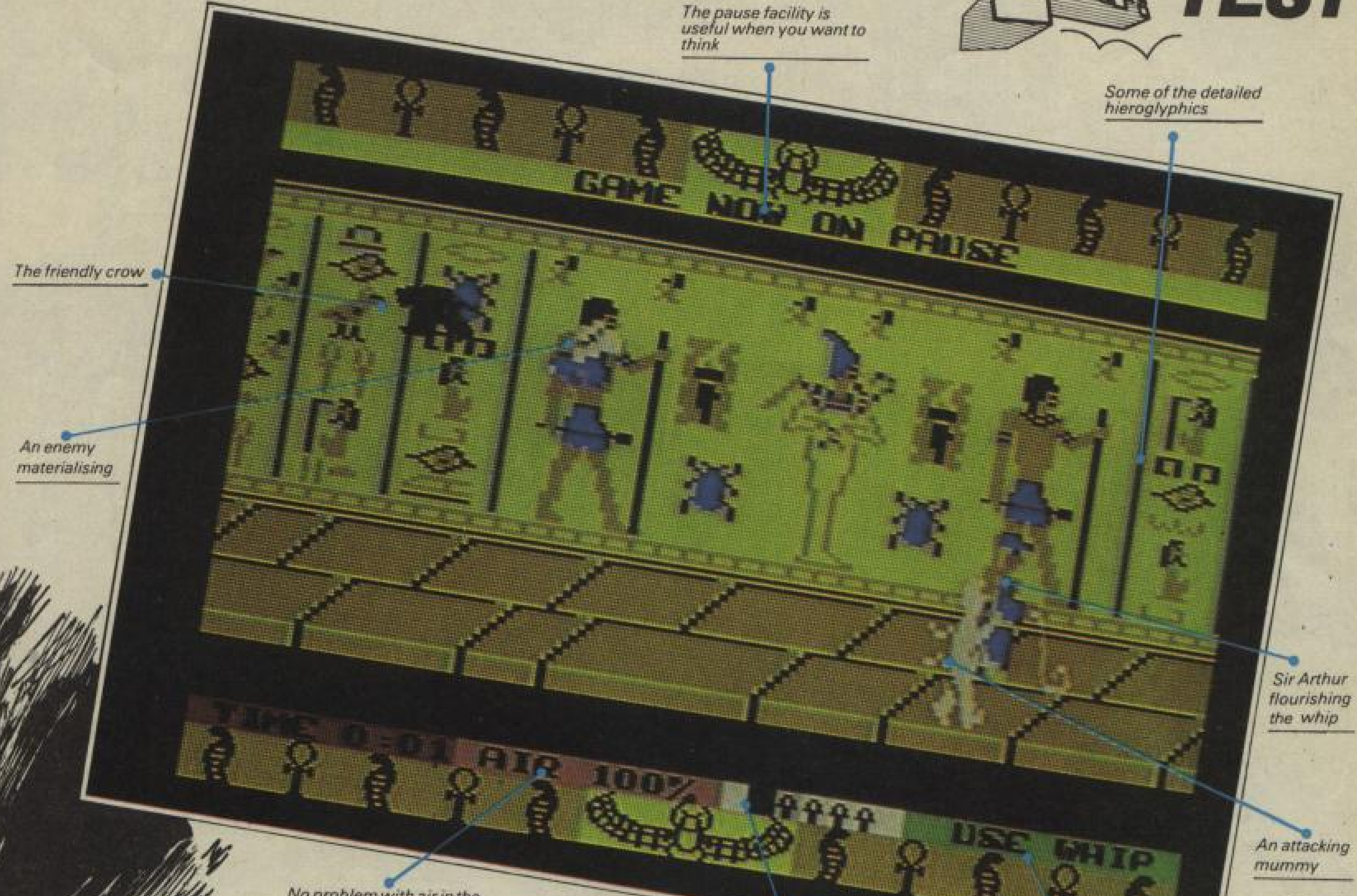
But they have and it isn't. You soon find that getting out of the first location isn't quite so simple as you initially thought. When, hours later, you've fully explored and sussed the first few levels, you realise that *Entombed* is one of the most original and entertaining *aardvarks* (arcade-adventures) ever to hit the 64 (or any other machine, come to think of it).

The game retains the character of Sir Arthur Pendragon and some of the graphics from *Staff of Karnath*, but any similarities stop there. Whereas *Karnath* was relatively small, *Entombed* is large and complex — the total playing area is some 175 screens in size. Whereas *Karnath* included puzzles made difficult purely by being obscure, the puzzles in *Entombed* have logical and sometimes spectacular solutions. Indeed, the kick you'll get from sussing parts of this game is about as great as any computer game will ever give you.

The action is set in an ancient Egyptian tomb, from which Sir Arthur must escape. It has the same basic appearance as *Karnath*, except that everything has an Egyptian flavour. Highly detailed and authentic 3D background scenery adorns every location — complete with some excellent hieroglyphics which lend an incredible atmosphere to the game. The sprites used, unfortunately, are of the same quality as *Karnath*, ie fairly large and crude, but with some great animation — just watch Sir Arthur jump!



The green bird has got to be the key to this puzzling room, but isn't the glowing egg it carries dangerous . . .?



The original features

One of the main things that sets this aside from all other currently available arcade-adventures is the number of highly original features it contains:

THE WHIP. Not only is it used to dispose of any nasties you might encounter but also to move objects around.

THE TORCH. Just wait till you see it in action! Some of the rooms are in complete darkness and it's only possible to tell what's in them by having, and using, the torch. You can actually guide a realistically revealing torch beam around the room and see what you're missing! The effect is stunning.

INVISIBILITY. Used in a couple of instances to make things a lot harder. In one room you're made totally invisible and have to find your way through a winding footpath, collect an object in order to leave the room, and then find your way back again!

LAVA POOLS. There are three of these in one room — one is deadly, one turns you invisible, the other makes you visible again. You have to figure out how to use these pools to get through the room and deeper into the tomb.

SARCOPHAGUS. This is a closed coffin, found in several rooms and containing an object. The problem is how to open it. In one such room there's a sun on one side and a moon on the other, a jar and a green bird that flies past dropping glowing 'objects'. If one of the objects lands on you then you lose energy — so what are they for? Aha . . . .

GHOSTS. These appear in one incredibly atmospheric room — there are four of them (making brilliantly effective wailing noises) along with a coffin, which is too high for you to reach. As soon as you step towards it the ghosts' cry increases in pitch until you get too close when they zoom in towards you, knocking off energy should they get you. Solving this room will send your pulse rate into three figures.

MOVING PLATFORMS. They appear in several rooms and are a key to solving puzzles. The problem is how you get them to move!

TRAPS. Some rooms feature sliding gates which fall behind you. You then have to work out how to get through, or get back out.

GONGS. These form the basis of another great puzzle. Ring 'em right (they have a wonderful ringing tone) or you won't get through.

The tomb has several levels, each composed of a network of corridors and antechambers, the corridors having many turnings and dead ends. Various nasties frequent the corridors and devious puzzles lie within the chambers.

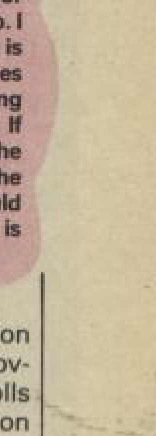
While in the corridors, Sir Arthur can breathe freely. When in one of the chambers on the other hand, there is a limited supply of air to breathe and this is indicated by a percentage displayed on screen. Should he stay in one room for too long, and the air percentage should reach zero, then one complete life will be lost (you start with five).

Contact with any form of nasty will deplete one of your lives by a certain amount. Each life starts off displayed as white and this gets gradually darker until the life is lost. Needless to say, once all five lives are lost the game is over. However every fifth crow which flies overhead carries life-giving 'ankh', which you may be able to jump and grab.

The 3D viewpoint is the same as that in *Karnath*: a sort of cut away side-on view of a location is shown. As before, when moving left or right the screen scrolls smoothly in the same direction to follow the action. It's also possible to move 'in' and 'out' of the screen as in *Karnath*, except this time a slightly different approach is used: When you're in a left/right corridor and you move into one of the passages visible going into or out of the screen, the viewpoint flicks round by 90 degrees. So, instead of showing a view of you walking into the screen, you are shown moving across the screen again, with the passage you just left now at right-angles to the screen.



Wow! Great! Amazing! Incredible! (Get the idea?) This is without doubt THE aardvark for the 64 or any other home micro. I loved the graphics, the fighting is terrific and I found the puzzles absorbing, devious, frustrating and above all addictive. If Ultimate keep improving on the 64 the way they did on the Speccy then their next one could be miraculous. This one is brilliant enough as it is.




ENTOMBED
THE MAP
1st LEVEL
A
ROLLING BOULDERS
CHEST
B
IDOL
OBELISK
SCARAB BEETLE
START
START ROOM
IDOLS
STATUE OF OSIRIS
2nd LEVEL
C
STATUE
URN
DOG
SARCO-PHAGUS
D
CHEST
SNAKES
E
IDOL
BULL'S HEAD
3rd LEVEL
F
BOULDERS
CHEST
G
IDOL
BULL'S HEAD
4th LEVEL
H
BIRD
SUN
SARCO-PHAGUS
MOON
JAR
I
CHEST
FLY
SCORPION
MOSQUITO
J
GHOSTS
SARCOPHAGUS
K
BOULDER
BULL'S HEAD



RAMPS IN ROOM PLANS
5th LEVEL
GONGS
L
N
M
IDOL
POOLS
DARK ROOM
THIS LEVEL CONTAINS A HIDDEN ROOM U
UP TO YOU TO FIND
BOULDER
CLOUDS
BOAT
U
7th LEVEL
6th LEVEL
O
DARK SNAKE ROOM
P
BOULDER
SARCOPHAGUS
S
T
R
DARK ROOM
Q
CHEST
IDOL
JAR
SHELF WITH URN
PLATFORM
MAP COMPILED BY GARY PENN+JULIAN RIGNALL—DRAWN BY OLIVER FREY
© NEWSFIELD LTD. 1985
FREY

Oh no! Bugs!?!

Way down in the depths of the tomb is a room containing a crocodile, which seemed to behave very strangely. Basically, there appears to be a cheat which allows you to obtain the room's contents simply by walking past the entrance and then doubling back and entering. Also sometimes when you tackle the room in the way you're supposed to, you immediately lose lives for no apparent reason.

Fortunately, the room, although useful, isn't essential in solving the adventure, so the apparent bugs can be put down as a minor blemish.

This game had me thouroughly engrossed from the very first location. My mind longed to explore and my itchy fingers ached to map it. I got an immense kick out of solving some of the excellent and perplexing puzzles, but I felt somewhat disappointed and cheated by the anticlimatic finish to the game. Still, a brilliant game and a must for any aardvark fan.



Now how did Sir Arthur get that statue to move away from the room exit? By jumping??!?

This shuffling of viewpoints can prove difficult to get to grips with at first and makes mapping awkward. But needless to say, as with most aardvarks, without a map you're liable to become hopelessly lost (which is why we're printing ours overleaf.)

Sir Arthur is controlled in the same manner as before — with the joystick plus occasional use of the space-bar — only this time there are no spells used to perform functions such as fighting and moving things. Instead the space-bar is used to select one of three actions: jump, use the magical whip or use the torch. Pressing the fire button will then perform the action currently displayed, although the latter two can be used only after you've found the relevant equipment. The whip is easily found on the first level but the torch isn't quite so easy to get (sorry, no clues).

Rating	Score	Comment
PRESENTATION	83%	*More helpful instructions than usual but same silly loader.*
ORIGINALITY	94%	*Initially looks like Karnath but in fact has MUCH more.*
GRAPHICS	92%	*Brilliant hieroglyphics and enemies and some marvellous rooms.*
HOOKABILITY	97%	*Solving the puzzles gives an incredible kick.*
SOUND	58%	*Great sound effects on whip, and some rooms, but no game music.*
LASTABILITY	91%	*Lots of devious puzzles and levels that really take some working out.*
VALUE FOR MONEY	93%	*Even better than Staff of Karnath — what more can you say.*

There are a number of objects to be found within the chambers should you solve the puzzles surrounding them. All of these are useful, if only to help you obtain other, more important objects. It's a very long sequence of events before you find the object you need to escape the tomb and end the game.

Most of the chambers are tough to crack and so some helpful clues are provided throughout the game. These clues come in the form of cryptic hints on scrolls and aren't given away just like that. No, they're obtained in the same way as the objects — with difficulty! When you actually find a scroll, the clue on it is displayed at the top of the screen for a couple of seconds.

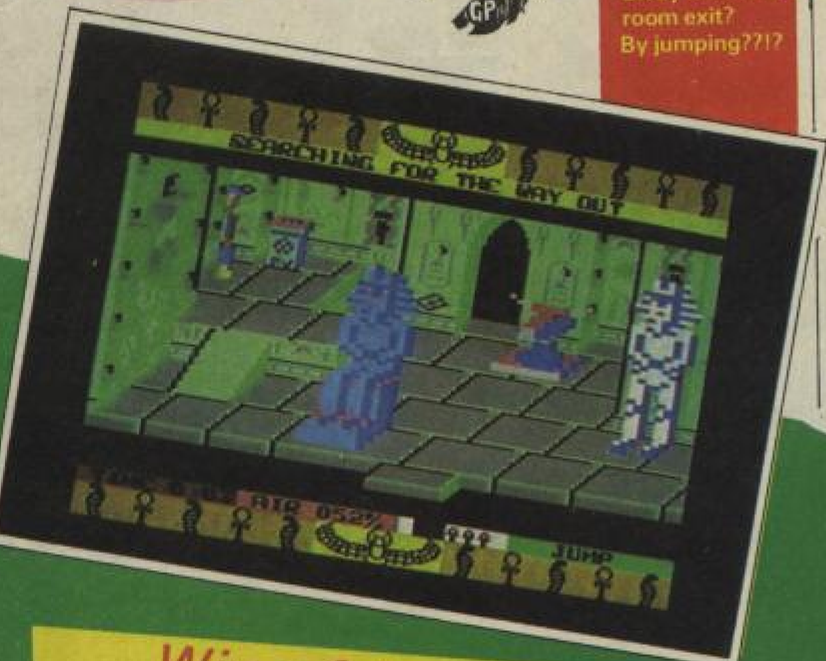
The sound effects are fairly good, but nothing to get excited about, although there is the occasional good and rather unusual one. The game loads in the same annoying manner as *Karnath* — it stops half way through loading to play a reasonable piece of authentic sounding music and won't continue to load any further until you press a key.

As is the case with all Ultimate games, the packaging is of a high standard, and the instructions atmospheric but deliberately obscure (although I must say these were some of the more helpful Ultimate instructions I've come across). The scene is set with an intriguing explanation as to why Sir Arthur is in the predicament he's in and there's the usual tantalising list of game features.

The only real criticism of the game, applies to all aardvarks, indeed all adventures. Getting stuck can be almost unbearably frustrating, and once solved, you may not want to return to it.

However there is a clock which means you can always try to solve it in a shorter time — and in any case, you won't complete the game without first enjoying many, many hours of classy, demanding, atmospheric, exhilarating action.

GP



ZZAP! COMP

Win a fabulous Entombed trophy from Ultimate!

Here's a great competition exclusively for readers of Zzap! 64. Maybe you remember from our May issue, the superb trophy which Ultimate awarded for a stunning map and solution of Staff of Karnath. Well, now they've commissioned another very special trophy for *Entombed*.

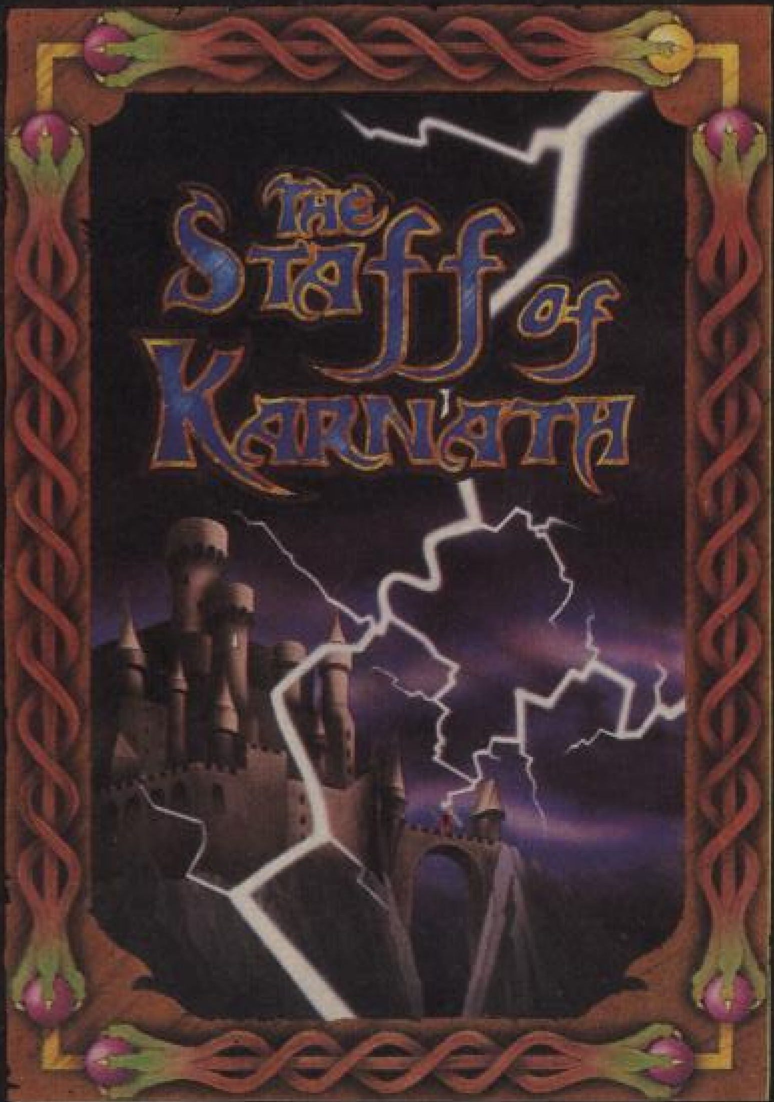
It's to be won by the Zzap reader who can supply the most exciting map of the game. OK, so we've printed our own map overleaf, but maybe you can do even better. We're looking for maps which are 100 per cent complete and show off this amazing game to its best advantage. The exact nature of the map is entirely up to you.

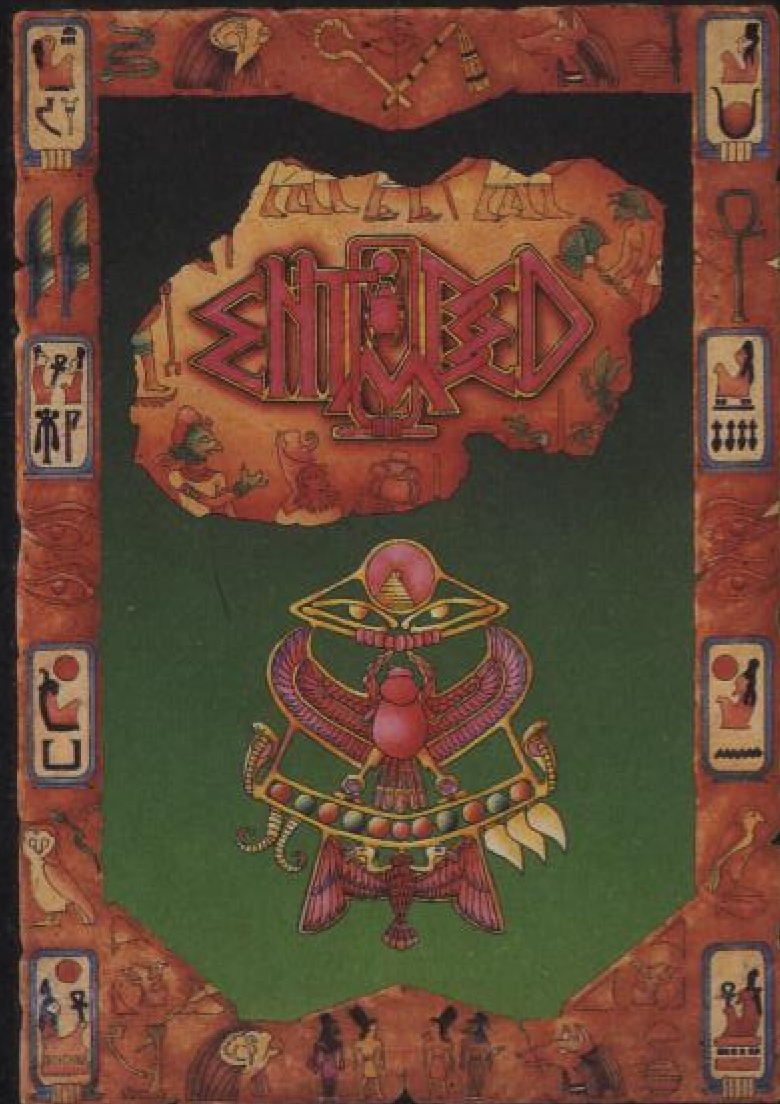
So if you fancy yourself as something of a cartographer or artist, and you reckon you can solve *Entombed*, why not have a go at winning a trophy to be proud of for a lifetime? Your entry must reach the Zzap offices BEFORE August 1st, 1985. You should send it to: **Entombed competition, Zzap! 64, 1 Church Terrace, Yeovil, Somerset, BA20 1HX.**

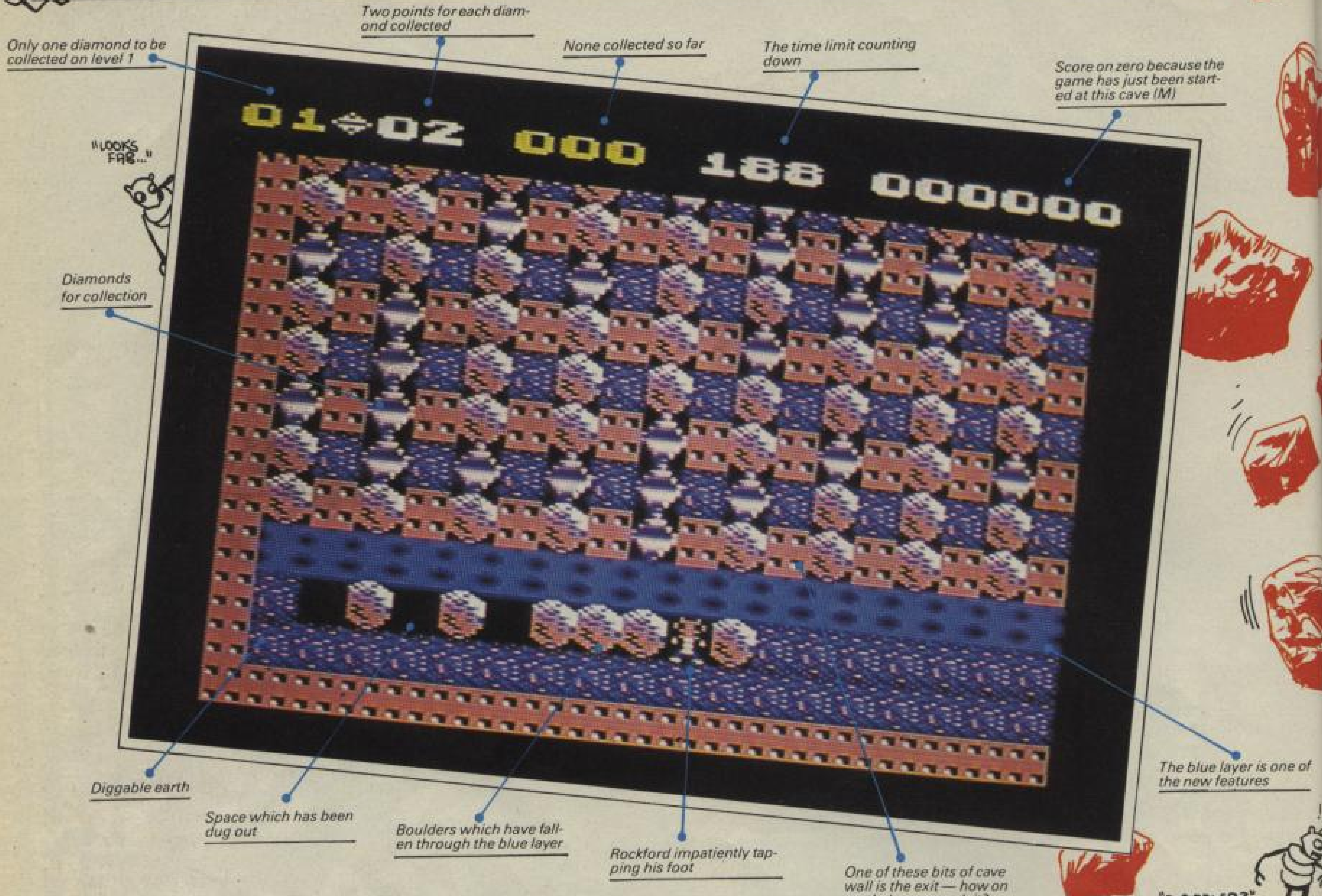
Unfortunately we cannot return any entries unless you include suitable packaging, correctly addressed and stamped.

What better project for the summer, eh? Get mapping.




The Staff of Karnath


ENTOMBED



ROCKFORD'S RIOT

Monolith/First Star, £9.95 cass, joystick only

- **Boulder Dash II arrives with 16 new caves**
- **Few new features, but the same great game-play**

Let's get the disappointments out the way first. *Rockford's Riot*, the follow up to the amazing *Boulder Dash*, is not what it could have been.

It's not that it's worse than *Boulder Dash*, it's just that it doesn't really take *Boulder Dash*'s brilliant originality any further. The graphics and sounds are the same, the enemies are the same, the game structure is the same, the objective is the same.

All that First Star have done is create 16 new caves, making *Rockford's Riot* very much a continuation of *Boulder Dash*, rather than a true sequel. This is a real pity in view of what might have been done. Having said that, the addictiveness and game-play in *Boulder Dash* was so immense, that even a straightforward follow on has got to leave most competitors stone dead, and there's no question that *Rockford's Riot* will offer most people WEEKS of enjoyable play.

As before the game puts you in the role of the Zzap margin megastar Rockford, who's trapped in a cave filled with dangerous toppling boulders, lethal fireflies, magic butterflies, enchanted walls, growing amoeba and . . . diamonds. The idea is to collect a certain



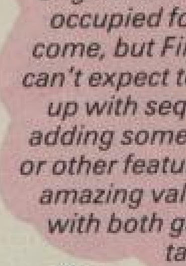
The new features

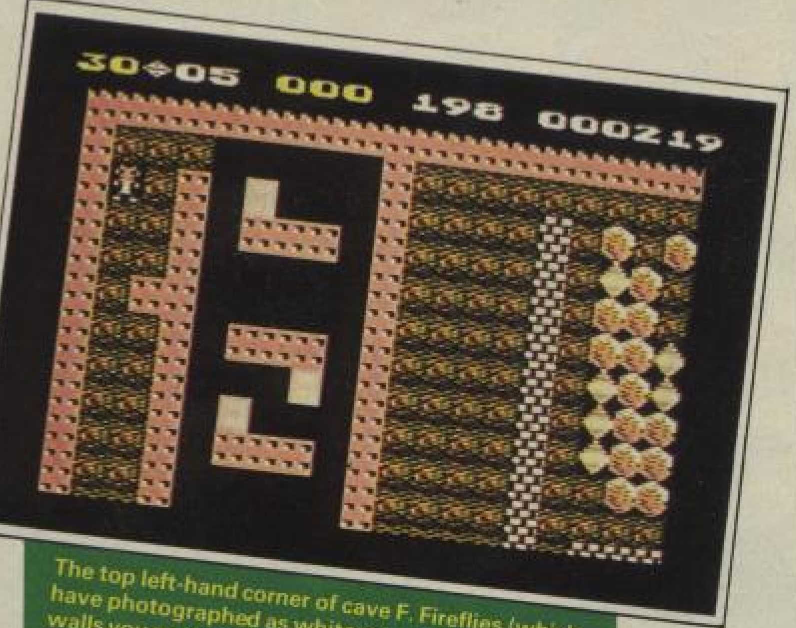
There are just two features in *Rockford's Riot* which didn't appear in *Boulder Dash*, and since at the time of writing, no instructions for the game exist in Britain, we're not sure quite what they're supposed to be. So we'll just describe them.

The first is a flat, blue expanse, a single-square thick, which appears in two caves. It cannot be passed through by Rockford, but diamonds and boulders will fall through it, after stopping on the surface for a random amount of time. This leads to some interesting and novel game-play, in particular in cave M, where Rockford starts off underneath this blue layer, with huge piles of boulders and diamonds above.

The second new feature is a new kind of magic wall which appears only in cave O. You don't realise it's special until you clear the earth away next to it. Crunch! It grows! We reckon this feature could have been put to a lot more use in other caves . . . Boulder Dash III, maybe . . . ?

Hey! 16 more screens of boulder mayhem — what more could you ask? A few new ideas, that's what. It's every bit as brilliant as the original and will keep me occupied for months to come, but First Star surely can't expect to keep coming up with sequels without adding some new enemies or other features. Still, this is amazing value for money with both games on one tape.





The top left-hand corner of cave F. Fireflies (which have photographed as white squares) roam the walls you must pass by to reach the large containers of boulders and jewels. You need at least 30 jewels, worth 5 points each.

number of diamonds within a time limit (which varies from cave to cave and according to the difficulty level), and then escape through the cave exit to a new cave.

The special appeal is that although the game's riddled with puzzles, there's no single solution to each one. Different players will develop their own approach, and most caves needn't be played the same way



each time. What is more, to get anywhere you must exploit the behaviour of the various enemies. A firefly will explode if hit by a boulder, offering you a technique for blasting your way into otherwise inaccessible caverns. Butterflies, if lured into contact with the amoeba, will explode into jewels. Boulders can be used to seal yourself off from chasing enemies. And so on.

Each cave covers several screens of playing area, the picture scrolling smoothly to follow the action. There are 16 different caves, all presenting very different challenges and five difficulty levels where the basic cave structures remain unaltered, but the position of individual items within them is different, creating new problems on each level.

As before, on the first three levels you can choose to start at cave A, E, I or M, which allows you to see a lot of the game before very long, rather than having to play all the way through from the start. However levels 4 and 5 cannot be started part way through. This is an excellent game structure, offering enough early encouragement while holding out a long-term challenge.

The caves on *Rockford's Riot* include some superbly original new layouts. In general they present more complex tasks, with longer time limits allowed.

For example, on the very first cave you have to sneak past fireflies, then use one of them to blast an entry into a sealed off chamber, seal it again to keep out the enemies, clear out the space under an enchanted wall, set boulders cascading through it to turn them into diamonds, and then dash to the exit past any surviving fireflies.

But despite the extra complexities, it doesn't seem any harder overall — indeed, experienced *Boulder Dash* players may be able to plough straight through level one at virtually the first attempt. The higher levels are another matter.

One very important point worth taking into account in judging this game is that Beyond, having taken over the rights from Statesoft, are putting *Boulder Dash* itself on the other side of the tape. This is a shrewd move.

So far *Boulder Dash* has sold surprisingly poorly, probably because buyers have been put off by the relatively uninspiring screen-shots, and Statesoft's somewhat lacklustre advertising. But now, anyone who hasn't got the original can go ahead and buy this tape confident of getting stunning value for money. While people who already have the original probably won't need too much convincing to buy themselves another 16 caves!

Meanwhile, we at Zzap, including Rockford, are doing our best to convince Beyond and First Star to release a Boulder Dash III complete with a facility to design your own screens — the lastability on that would be mind-boggling!

The contents of the caves

Here's what you can expect to find in Rockford's Riot:

CAVE A: See main review.

CAVE B: An amoeba growing out of three walled off silos. Trap it (that's easy!), to turn it into dozens of diamonds, then unplug the silos at the bottom to reap a rich reward.

CAVE C: Work your way through a rock wall spiral, past scores of boulders and an awful lot of fireflies.

CAVE D: There's a stack of jewels on the right of the cave, but you can't reach them because a massive amoeba is blocking the way. So you have to blow your way through it by releasing hordes of fireflies. Great cave.

CAVE E: See 'The new features'.

CAVE F: First you must run a gauntlet of fireflies (easy, once you've sussed the pattern) to reach two massive walled off containers packed with boulders and diamonds. Careful manoeuvring required to get all you need before rerunning the gauntlet back to the exit.

CAVE G: Once again, plenty of fireflies in evidence, but this time you have to use them to blow through a series of four separate walls before you can reach the exit.

CAVE H: Nice one, this. On one side a row of butterflies rushing round a square. On the other side a growing amoeba. The problem is how on earth to persuade the butterflies to break out of their square and go and hit the amoeba (where they explode into jewels).

CAVE I: A score of walls, each topped by a row of jewels and earth and patrolled by fireflies. Grabbing the jewels — you need almost every one — is just a matter of sussing the fireflies' pattern. Not our favourite cave.

CAVE J: Has similarities to the amazing cave N in *Boulder Dash*. No jewels in sight. Just eight pairs of boulders each sealing off a firefly and a butterfly. So how do you use the boulders to smash the butterflies without being hit by a firefly?

CAVE K: Guaranteed to get your pulse racing. Plenty of diamonds in easy enough positions to collect. Only trouble is you can't start without releasing a long queue of fireflies who stay on your tail throughout — there are no boulders to use against them.

CAVE L: Jewels hidden in stacks of boulders and packed into a network of 21 walled boxes — boy is it easy to get trapped.

CAVE M: See 'new features'.

CAVE N: Entertaining screen featuring jewels adjacent to a firefly patrolled passage, plus two open spaces teeming with the evil creatures. Plenty of scope for firefly bashing.

CAVE O: See 'new features'.

CAVE P: Classic screen in which you have to extract the jewels from an absolute mountain of boulders. Very tricky indeed.

Perhaps I was expecting too much, but I came away after a few games feeling somewhat disappointed with this follow up (or rather follow on). I would have liked to have seen some new adversaries and maybe a screen designer to make things more interesting. Still, it's not a bad game but I... Ouch! Sorry Rockford!! Don't take it to heart, I... !! Alright, Alright, I admit it, I like it....

Everyone here had a hernia when it was revealed that there was to be a Boulderdash II. *Except me. OK, so* Boulderdash *is a good game. but it's not that good, is it? Anyway, this is very similar to its predecessor and could well be part of the same game. If you liked* Boulder Dash *you'll probably like this, if you didn't, this won't convert you.*



PRESENTATION	ORIGINALITY
85% *Good packaging, options and game structure.*	30% *Too close to* Boulderdash *for comfort.*
GRAPHICS	**HOOKABILITY**
71% *Same as before, a bit crude but functional.*	85% *Totally absorbing, unless you've had your fill of* Boulderdash.
SOUND	**LASTABILITY**
59% *Tinkling of gems, rumbling of boulders, explosions and amoeba.*	84% *16 very different multi-screen caves, and five difficulty levels.*
VALUE FOR MONEY	
82% *If you haven't got* Boulderdash *the VFM is out of this world.*	

"I WANTED A GOLD MEDAL!!"

Win Roland's Rat Race!

100 copies of the slick new Ocean game to be won by cartoon creators

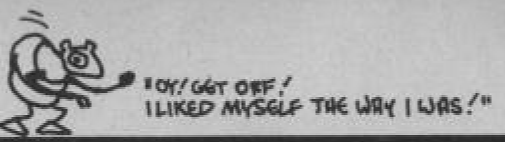
Yeeeeaahh rat fans! TV-AM's rodent superstar has popped up in a new arcade game from Ocean in which he returns to his former life in the sewers.

You'll find the review elsewhere in the issue but here we're giving you the chance to get your mits on the game itself. How? By drawing a cartoon. All you need do is draw Roland in an amusing situation linked in some way to the Commodore 64 or a computer game. The 100 cartoons that most make us laugh, groan or just appreciate your artwork will win a copy of the game.

With so many prizes, you've an excellent chance of winning if you're any good at cartoons. And incidentally, the best of the cartoons may just get printed, so get doodling.



Once you've drawn your cartoon, send it to us at: **Roland Rat Competition, Zzap! 64, 1 Church Terrace, Yeovil, Somerset BA20 1HX.** Don't forget to enclose your name, address and (if possible) phone number. All entries must reach us by July 15th.



HUNCHBACK AT THE OLYMPICS

Software Projects, £5.95 cass, joystick and keys

● **Dismal attempt at joystick-waggling sports action**

This is a conversion of an arcade game of the same name. You may not have seen the arcade original and after viewing this reasonably accurate copy you'll know why. It bombed.

The original game was released to cash in on the sports simulation boom caused by Konami's *Track and Field*. Now released for the 64 after *Decathlon, Summer Games* and *Hesgames* it seems rather a pointless exercise. Especially since it's a terribly inferior example of the genre.

The idea of is to go through eight events of a decathlon, qualifying for each event by reaching a set standard. You do this by either hammering at a key or moving the joystick backwards and forwards as fast as you can. The faster you do so the faster the hunchback will run, throw or jump. In the field events you also have to time a jump or throw at the right moment.

The eight events are: 100m sprint, long jump, shot put, discus, javelin, 110m hurdles and high jump. Each one requires a reasonable speed to qualify, although in the field events the speed of runup is rather erratically judged: sometimes you have the maximum speed and perfect angle of takeoff and you won't qualify.

Graphics and animation are pretty appalling — for example, none of the things thrown follow a realistic trajectory. Another laugh is at the long jump. Hunchy runs up to the board, makes a little jump and sails along about a foot off the ground on a perfectly horizontal plane until he lands.

In between screens, if you qualify, Esmerelda will come and give you a great big smackerooni. If you don't qualify there's an amusing screen where Hunchback is attacked by something or other. The first time you see this it's quite funny, the second time *yawn*, the third *aaagh* and after that the temptation to reach for the off switch is huge.

JR



Certainly should have a XXX rating just for the mental effects of sitting through the 'funny' screens a few times (new definition of the word funny). Rubbishy gameplay, pathetic graphics and booooring sound gives this something special amongst the elite ranks of Zzap tackies. Tres, tres horribles.



ROLAND'S RAT RACE

Ocean, £7.95 cass, joystick only

● **Enjoyable, but easy collection game**

The lovable (?!) little furry rodent from TV-AM finally hits the computer games scene in this simple arcade adventure.

The scenario: Roland is late for work and his decrepit car won't start. So, being a city rat, he decides to go below ground and make his way through the maze of drains and tunnels to get there. To make things worse, his two friends (Kevin the gerbil and Errol the hamster) have been caught by the nasties who've sworn to stop Roland from getting to the studio.

If Roland wants to free his chums and get to work on time, he must get past the blocked tunnel exit. To do this he has to collect the nine pieces of door and take them to the exit. These pieces are randomly placed around some 32 screens of pipes, drains and tunnels (*see panel*).

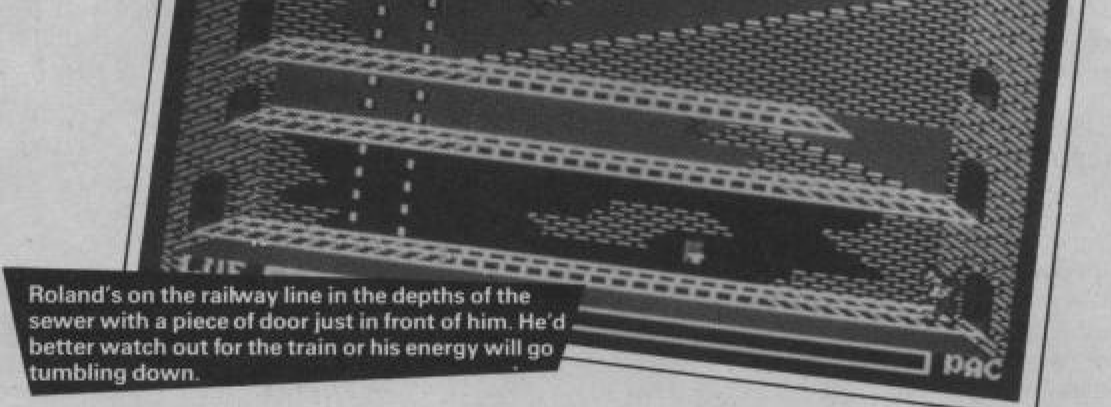
Also frequenting the drains are pairs of wellington boots and a train. The wellingtons appear on all screens (except for the connecting pipes) and must be avoided or stopped momentarily by Roland's instant glue gun (activated by a quick press of the fire button).

This gun is also used to stop the train which runs along the bottom level. A quick spurt on the track when the whistle blows will stop the train. Climb aboard, and Roland can travel the length of the lower level with speed and comfort. Should Roland miss the train, through either lack of glue or bad timing, then a large quantity of energy will be lost as it runs him down.

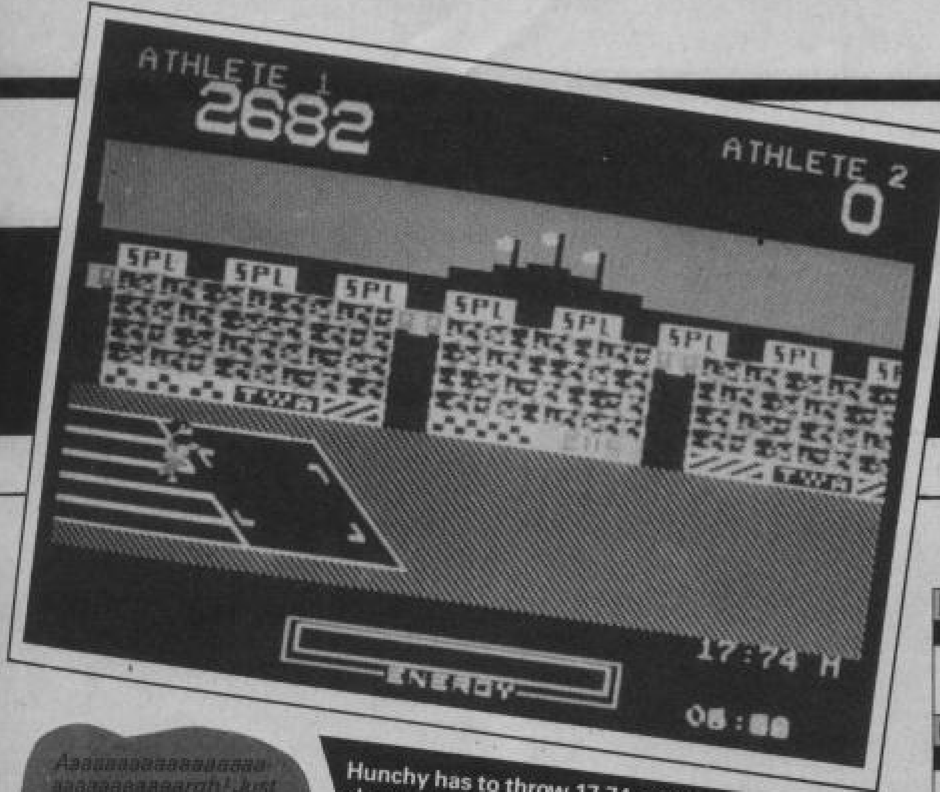
Roland's energy is shown as a bar at the top of the screen and is continually diminishing due to his worry for his pals. Energy can be replenished though, by eating one of the various goodies lying around (delicious blue, glowing hamburgers and apples. Blue!? Well he is a rat.) The wellingtons too, deplete Roland's energy if run into.

Should Roland run out of glue (shown as a bar at the bottom of the screen) then he must find one of two spare packs lying around to replenish his supply. If he's not too careful where he squirts his glue, then he'll get stuck in it for a while.

If Roland collects all nine pieces of the door and the key to free his buddies, then he moves on to the final screen - the disappointing inner sanctum! This is a very poor finale, consisting of a single platform across the length of the screen. Roland has to run across this platform,



Roland's on the railway line in the depths of the sewer with a piece of door just in front of him. He'd better watch out for the train or his energy will go tumbling down.



Hunchy has to throw 17.74 metres to qualify in the shot putt.



I didn't think that it was possible to get any worse than Daley Thompson's Decathlon *... until I'd seen this. Small, tacky graphics combined with atrocious sound and bad gameplay makes me wonder why Software Projects ever fought to use the Hunchback name in the first place.*



Aaaaaaaaaaaaaaaaaaaaaaaaaaaargh! Just when I thought tacky Decathlon games were finished they come up with this. I found nothing new to it and the humourous interrupt screens became unfunny very quickly. We all like Decathlons but I'd prefer even DT's to this.

PRESENTATION		ORIGINALITY	
55%	*Humorous interludes annoy after a while.*	10%	*Another decathlon game-yawn bore.*
GRAPHICS		**HOOKABILITY**	
38%	*Ridiculous main character animation even for a hunchback.*	37%	*Waggling fans may get some pleasure from sussing events.*
SOUND		**LASTABILITY**	
31%	*Bad event noises and tacky tune on high score and title screen.*	22%	*The humour and events will rapidly bore you.*
VALUE FOR MONEY			
24%	*Even at this price it's old and bad.*		

Sewer structure

The playing area in *Roland's Rat Race* isn't exactly large but it's quite easy to get lost to start with. It basically consists of an upper and lower level each of 12 main screens containing platforms, ramps, and ladders. Some of these screens link directly to each other (via exits at the sides), others are also linked via separate screens of pipes which are accessed via tunnel entrances on the main screens.

The pipe screens are very simple, consisting of two or three pipes that run across the screen. But pieces of door and food are occasionally found on these screens.

On the upper level, moving traffic is visible above ground level at the top of the screen including a cute Sinclair C5. The lower level, which you reach by going through a man-hole on one of the screens, is much the same as the upper, only the exit to the TV-AM studio is situated on one of the screens, the traffic is missing and a regular train service runs along the bottom of the level.

avoiding two measly worms and electrically charged areas (both of which kill on contact, but don't seem to if you quickly run across), to get to the other side and free his friends.

On doing this the TV-AM theme tune is played and all three chums are transported to the surface on a lift. The game is restarted with no noticeable differences.

Both graphics and sound are very good. Roland and co. are all small, but well defined, outlined sprites and animation and colours are good throughout.

A boppy little number plays through the game, but can become annoying after a while. Other tunes and sound effects are great, especially the BLEUGH!! noise made on squirting a glob of glue, and the boogie beat played while entering your name in the high score table.

GP



Everyone's favourite TV-AM character appears in this good, but easy collecting game. Great graphics and sound and a reasonable amount of challenge. This might be one for the kiddies: when you rescue your mates the next level is no harder and therefore an experienced player could well get bored of it.



I found lots of really nice touches to this game like the music, graphics, train and overall task. The only thing that mars the enjoyment is the lack of lastability. I found I could crack the game with reasonable ease and after that there is little worth playing on for. As with certain other Ocean releases it seems there's lots of immediate appeal but not much to keep you playing for more than a few days.



The music irritated me at first but I've now grown to love it. The game itself was interesting to start with and it was tough work collecting the pieces of door, taking several games to actually reach the final stage. Once completed though, it becomes rather boring to have to go back and do the same thing over again.

PRESENTATION		ORIGINALITY	
72%	*Interesting instructions and scenario but no options.*	54%	*Basically just a collect and drop game but with the infamous rat himself.*
GRAPHICS		**HOOKABILITY**	
78%	*Roland must be proud of his animation and these sewers and drains look good.*	82%	*The action is immediately enjoyable and addictive.*
SOUND		**LASTABILITY**	
87%	*Great tunes especially when riding the train, plus good effects.*	63%	*Suss economy on food and glue and the game becomes fairly simple.*
VALUE FOR MONEY			
71%	*Great short term enjoyment although you may not come back to it after completion.*		

SPITFIRE 40

Mirrorsoft, £9.95 cass, £12.95 disk, joystick with keys

● Flight simulation with Battle of Britain combat



The excellent instrument display has lots of atmosphere and detail.

Taking off and landing

The controls are mostly from the joystick and the increase/decrease power switches. Taking off is quite easy: use the instrument panel to get the revs to the correct rate. High revs are needed but once in the air they should be decreased to cruising speed. Landing is quite tricky until mastered. Approach the runway, put down flaps, decrease the throttle and gently drop your altitude.

The advertising blurb leads you to believe that this is the closest you'll ever get to flying the classic Spitfire aeroplane. If this is really what it was like, it's a miracle we won the war.

The flight simulator puts you slap bang in the middle of the Battle of Britain during World War II. Three modes are presented to you on loading: practice flying, combat practice and proper combat. Practice puts you on the runway giving you the opportunity to take off, fly and land the Spitfire and generally get the feel of how the aircraft handles.

The two combat modes pit you against the enemy. The combat practice mode will put you in the air directly behind an aircraft which you can shoot down. Once the plane has been shot down another will appear. This is all very easy and the enemy hardly try to shake you off.

True combat mode will start you on the airstrip. You have to take off, seek and destroy the enemy using the map and on-screen details. Once you have shot the intruding plane return to the airstrip and land safely. If you are successful you can save your experiences on tape and go out on another interception run.

If you do well you will earn promotion according to your flying experience and the number of kills you achieve. If you do really well you will rise through the ranks rapidly and with great skill you will gain the coveted position of Group Captain, VC, DSO, DFC.

Unfortunately the 3D effect of the approaching airfield and the enemy planes is unconvincing. The view from the cockpit is boring and uninspiring, although the instrument panel is a masterpiece - even better than the

HI BOUNCER!

Mirrorsoft, £6.95 cass, £9.95 disk, joystick or keys

● Colourful arcade fun for kids young and old

Jolly! Mr Bounce in his own arcade game — what fun! In fact, boys and girls, this jolly little game not only stars Mr Bounce but also his friends, the Mr Men.

The game takes place over four different screens and eight levels. Each of the four screens have Mr Bounce rolling and bouncing around a different part of town, giving his friends a helping hand in different ways.

Mr Bounce loves to bounce. He can bounce high and low, left and right, by use of the joystick or keys — isn't it clever?! As he bounces around town he must be very careful not to bump into any of his friends. If he should be so silly then he will be bounced around the screen and lose one of his four lives.

If Mr Bounce loses all four lives then . . . all the fun will be over and the game will end. Never mind, you can always play another time.

If you help Mr Bounce score enough points then you can type in your name and see it at the top of the screen — isn't it exciting?!

When Mr Bounce finishes helping one of his friends he bounces merrily round the screen to a jolly little tune. He then moves on to another part of town to give help to his other friends. How nice. After helping all four friends, he starts again but this time there's more to do.

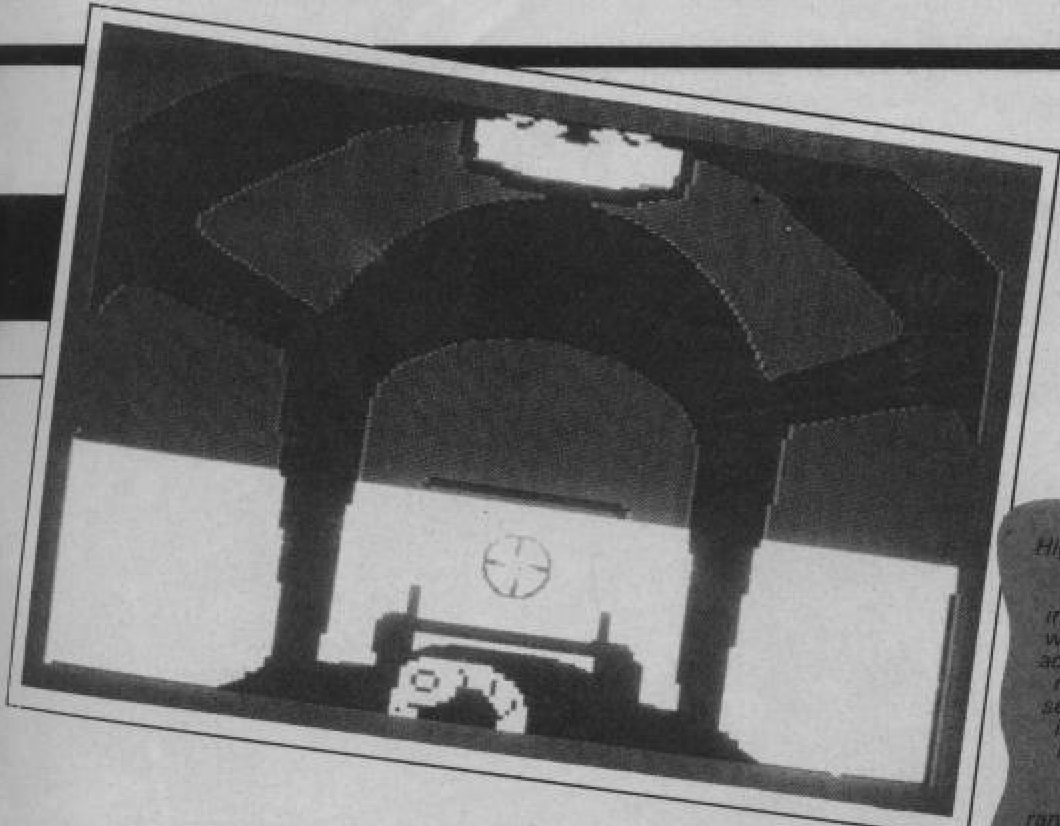
GP



If you're young enough at heart you'll like this game but don't expect much demanding gameplay. The later levels do get tougher but it's a cute, colourful and interesting game which even had us three kiddies in the office playing it.



The Mr Men aren't by any means graphically wonderful on screen and unfortunately don't capture any of their cartoon strip qualities. The simple bouncy noises and merry little tune are fitting for such a 'nice' game. But despite being a fairly repetitive game I found myself playing it frequently and enjoyed it a lot (blush). Fun for all children, no matter their age.





I've certainly seen more gripping flight simulators. The excellently detailed internal view of the plane didn't make up for the jerky and uninteresting external one. The task of searching out and shooting down the duck-like enemy aircraft soon proved rather boring. With more interesting and varied simulators to compete against, I don't think this is one that will take off.



Highly disappointing in my opinion. Although the instruction manual was very good, the actual program give me absolutely no sense of flying. The instrument panel looks superb but otherwise the graphics are poor. The ranking system is a good idea but requires a lot of play if you're to get anywhere. Frankly I doubt most people will be prepared to give it that.

ones on *Dambusters*!

You can switch to the map screen to help you find the enemy planes, although the map is very poor and is no real guide to where the plane actually is. There are two maps, one of the south of England, the other close up of the area around the airfield. The enemy plane is usually shown on both of these, but it's still very hard to find.

The sound is a reasonable drone, which grows to a horrendous pitch if you over-rev your engine. There are also shooting noises during combat, but little else.

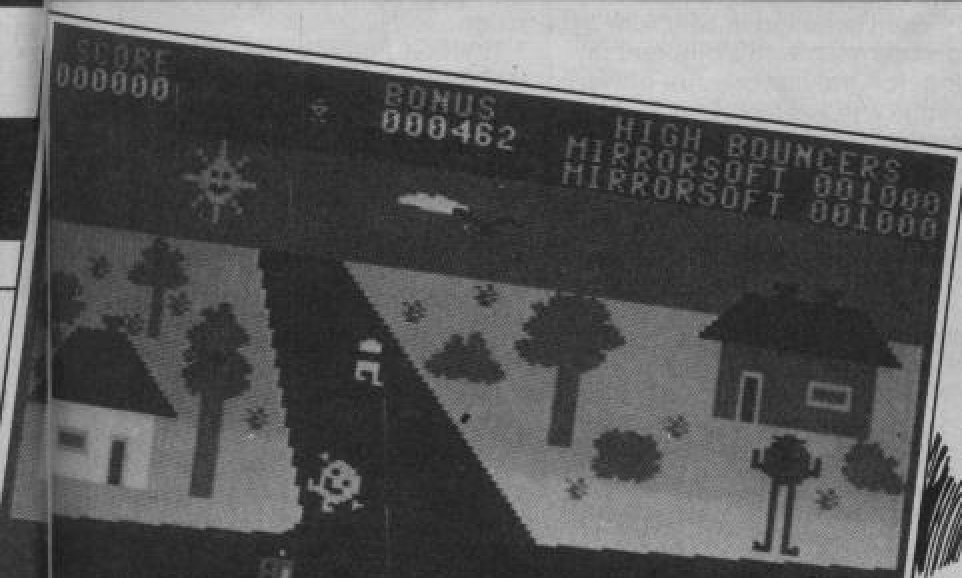
As a flight simulator this is pretty poor. The program updates the external view only about once a second. Not only does this rob the program making judgement of manoeuvres very difficult. Oversteering is terribly easy to do — in fact I found it easier to fly looking at the instrument panel than using the horizon.

JR



This flight simulator is unfortunate to come out at a time when Super Huey, Dambusters and even Glider Pilot are in competition. The flying in this doesn't even match that of the latter and the shmup action isn't much of a consolation. The best thing you can do is watch the marvellous instrument display which is the only excellent thing about the game. Improve the graphics and flight reaction and you've got an enjoyable program, but otherwise

PRESENTATION 86% Excellent instructions and game package, plus good in-game options.	**ORIGINALITY** 52% There are plenty of other flight simulators but this has an instrument display.
GRAPHICS 50% Superb, detailed cockpit but appallingly slow screen update when flying.	**HOOKABILITY** 32% Not a great deal to grab you besides the cockpit.
SOUND 29% Very ineffective engine and machine gun noises.	**LASTABILITY** 35% Less absorbing than many other flight simulators with no long term mission.
VALUE FOR MONEY 33% There are much better flight simulators than this — even Glider Pilot has faster graphics.	



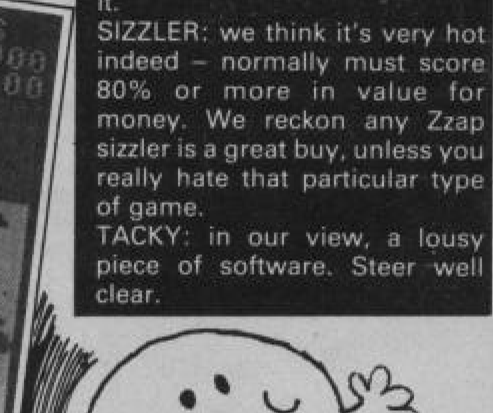
Mr Bounce jumps for joy but he hasn't got Mr Tall's scarf yet.

The Zzap labels

GOLD MEDAL AWARD: Our biggest rave of the month. Get it.

SIZZLER: we think it's very hot indeed – normally must score 80% or more in value for money. We reckon any Zzap sizzler is a great buy, unless you really hate that particular type of game.

TACKY: in our view, a lousy piece of software. Steer well clear.



The Zzap ratings

PRESENTATION: Packaging, instructions, loading, play options, program facilities, on-screen impression – everything except the game itself.

GRAPHICS: Variety, detail and effectiveness of screen pictures, quality of animation, smoothness of movement.

SOUND: Variety and effectiveness of sound effects, quality of music. Also: does the sound annoy?

ORIGINALITY: How similar is this to programs already available on the 64?

HOOKABILITY: How strongly does the game make you want to keep playing?

LASTABILITY: How long will it keep its hold on you?.

VALUE FOR MONEY: Takes into account the price plus all the above ratings, especially the last two.



STRINGER

Addictive Games, £6.95 cass, joystick only

● **Simple, single-screen arcade chase**



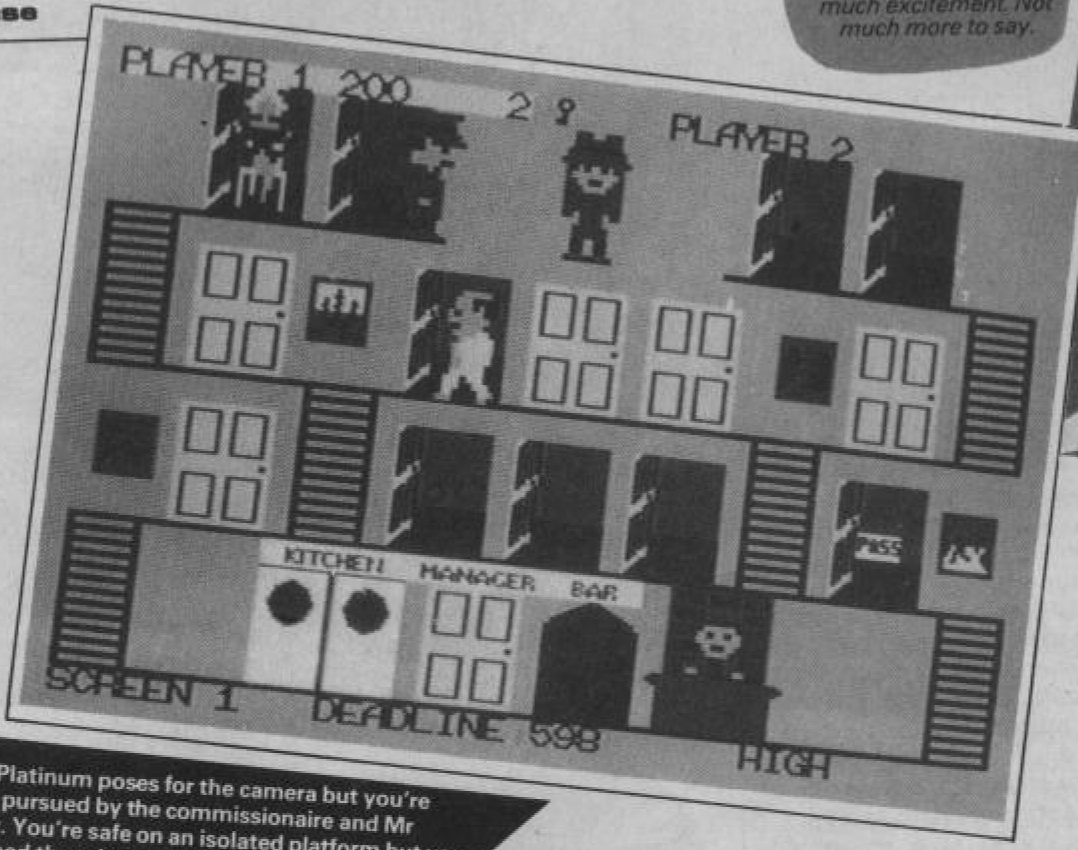
It seemed to take about two and a half years to load, and personally if it took two and a half seconds to load I don't think I'd return to it for another game. Mainly a banal sort of Burger Time without the action. Not much challenge. Not much addictiveness. Not much variation. Not much excitement. Not much more to say.

This game stars a distinctly down-market hack reporter who is sneaking about a hotel trying to get a flash photo of Polly Platinum in her penthouse suite. Which explains why he wears a dirty raincoat.

To get the picture, you have to collect a camera, flash bulb, press pass and also nick the key to Miss Platinum's room. Tut, tut! These objects are hidden in the rooms of the hotel and you have to find them by opening each door in turn.

The hotel itself is depicted on a single screen. There are four floors with rooms appearing on the top three. Polly's room is always at the top left and if you open the door she will sit and pose for the camera.

You move between floors by using the stairs (well, ladders) or the lifts that appear on later screens. Beware though since a fall of even one step loses you a life. You can jump over holes in



Polly Platinum poses for the camera but you're being pursued by the commissionaire and Mr Angry. You're safe on an isolated platform but you still need three items.



OPERATION WHIRLWIND

Ariolasoft, £9.95 cass, £11.95 disk, joystick only

●**4 Capture an enemy town in this state-of-the-art war game**

War games are starting to become more popular and in the wake of last month's Gold Medal game comes another excellent battle simulation.

You command a reinforced infantry battalion and have to cross a scrolling battlefield and take control of a town. Pitted against you are hidden enemy units and the problems of the terrain.

The battle area is shown on screen through a scrolling 'window', the overall size being over three times the window's width and twice its depth. You start on the left hand side with the town to be captured in the bottom right. On the map are woods, roads, buildings, streams and clear ground.

Your battalion is split into 31 groups each with a different rating for movement, fire-power, range and strength. You have to control all of these and try to eliminate the enemy forces.

There are four levels of game and in each one you have to take the city in 35 turns. These turns are made up of five phases of action.

The first phase is the COMMAND PHASE where you can decide whether a unit should dig in to regain strength or be combat ready to advance and fight. Second is the MOVEMENT

HI BOUNCER!

The four, fun screens

Screen One: Oh no! Poor Mr Tall! His scarf and gloves have been blown into the road by a rotten gust of wind. Mr Bounce had better quickly catch them and return them to Mr Tall. Oops! There is falling fruit to avoid on later levels — watch out Mr Bounce!

Screen Two: Tsk! Tsk! Dozy Mr Lazy is just too idle to finish building his house — gosh! How lazy! Mr Bounce gets things moving by jumping on the see-saw and catapulting the windows into place. Mind he doesn't step in the puddle!

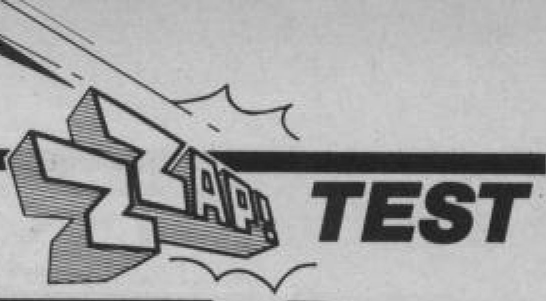
Screen Three: Poor old Mr Bump! He's feeling too bruised and battered to knock any more apples off the trees. Well done Mr Bounce! He will give Mr Bump a rest by catching the falling fruit and putting it in the basket. Better be careful though, that puddle is back again!

Screen Four: My! What a sunny day! It is so hot that Mr Snow is melting — fast! Still, Mr Bounce will help by collecting the clouds and covering the sun with them. Thanks Mr Bounce, but watch out for the birds!

Rating	Score	Comment
PRESENTATION	66%	*Playful instructions but no game options.*
ORIGINALITY	70%	*Cute Mr Men characters and some unusual gameplay.*
GRAPHICS	56%	*Colourful with some animation and recognisable Mr Men.*
HOOKABILITY	69%	*Cuteness of the game provides humour and interest.*
SOUND	48%	*Few sound effects and a simple tune throughout the game.*
LASTABILITY	55%	*The screens are easy but there are increasing difficulty levels.*
VALUE FOR MONEY	64%	*Good fun for all kids - we liked it!*

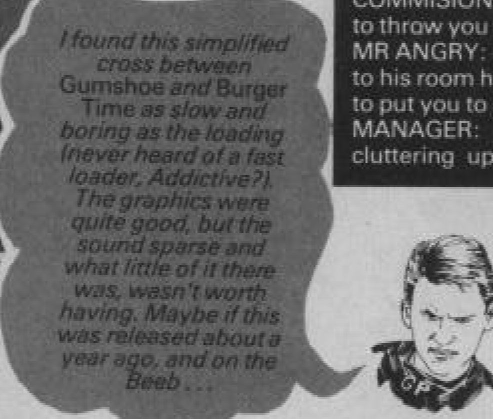


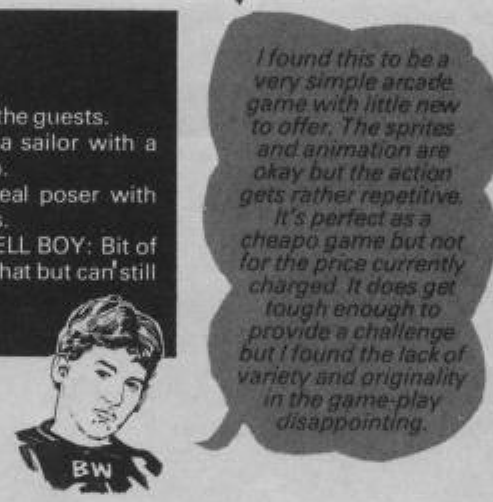




All out to get you

Up to six characters may chase you round the hotel.
COMMISIONAIRE: Always trying to throw you out.
MR ANGRY: If you open the door to his room he wakes up and tries to put you to sleep instead.
MANAGER: Tries to stop you cluttering up his precious hotel and scaring away the guests.
CHEF: Looks like a sailor with a beard and silly cap.
BARTENDER: A real poser with bouncer's muscles.
RECEPTIONIST/BELL BOY: Bit of a wimp in his silly hat but can't still throw you out.





the floor and the animation of this and your walking is quite good for your large character.

You are working against your editor's deadline (aren't we all) and this ticks down at the bottom of the screen. If you don't get the picture in time you're in big trouble (OK, OK I'm writing as fast as I can).

Things are made difficult by the hotel staff who chase you about. If they catch you they'll boot you out and you'll have lost a life. The bottom floor is used for the hotel staff and this is where they appear. The number of hotel staff that chase you is determined by the level that you are on. You can jump past them sometimes but should risk this only in emergencies.

A simple, single-voice tune plays throughout the game which you may find boring after a while and there are creaking door sound effects.

BW

PRESENTATION		ORIGINALITY	
42%	*A horrible long loader will bore you stiff.*	31%	*A cross between Gumshoe and Burgertime.*
GRAPHICS		**HOOKABILITY**	
59%	*Reasonable animation but simple screens.*	51%	*The different layouts provide interest but you won't get too excited.*
SOUND		**LASTABILITY**	
43%	*Horrible tune and very few effects.*	35%	*Increasing difficulty but that doesn't improve the game.*
VALUE FOR MONEY			
42%	*A very simple game that looks dated and won't inspire.*		

PHASE where you can move any units that aren't digging in until you want to stop or your activity points are depleted. Be careful though since a depleted unit cannot fight in the third phase.

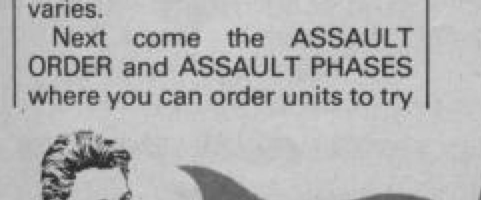
The COMBAT PHASE is where you can attack any enemy units that have revealed themselves although you may come under artillery fire yourself. Some units have stronger fire power than others and their range also varies.

Next come the ASSAULT ORDER and ASSAULT PHASES where you can order units to try to overrun adjacent enemy units. However enemy units may also move at this stage and fire again on you.

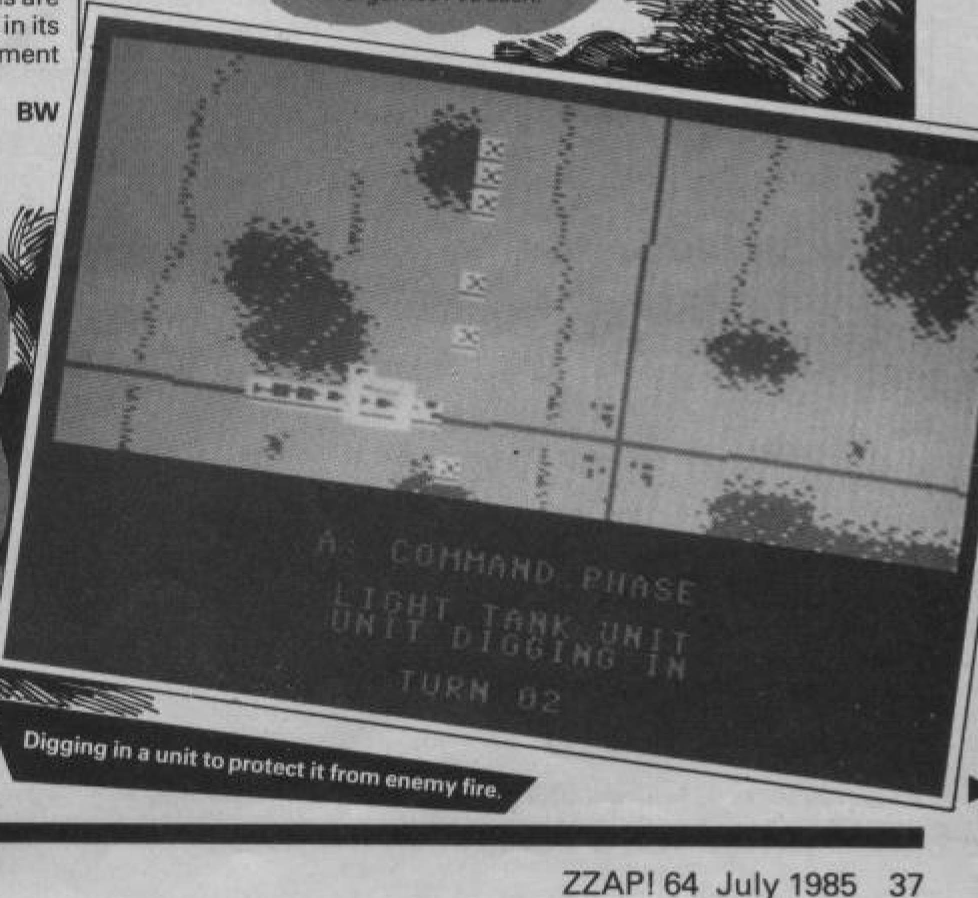
Your objective is to control the town, which is particularly difficult to take and on later levels you may even have to defend it against a counterattack. Another problem on the higher levels are mines which can halt a unit in its tracks and end its movement phase.

BW









Digging in a unit to protect it from enemy fire.

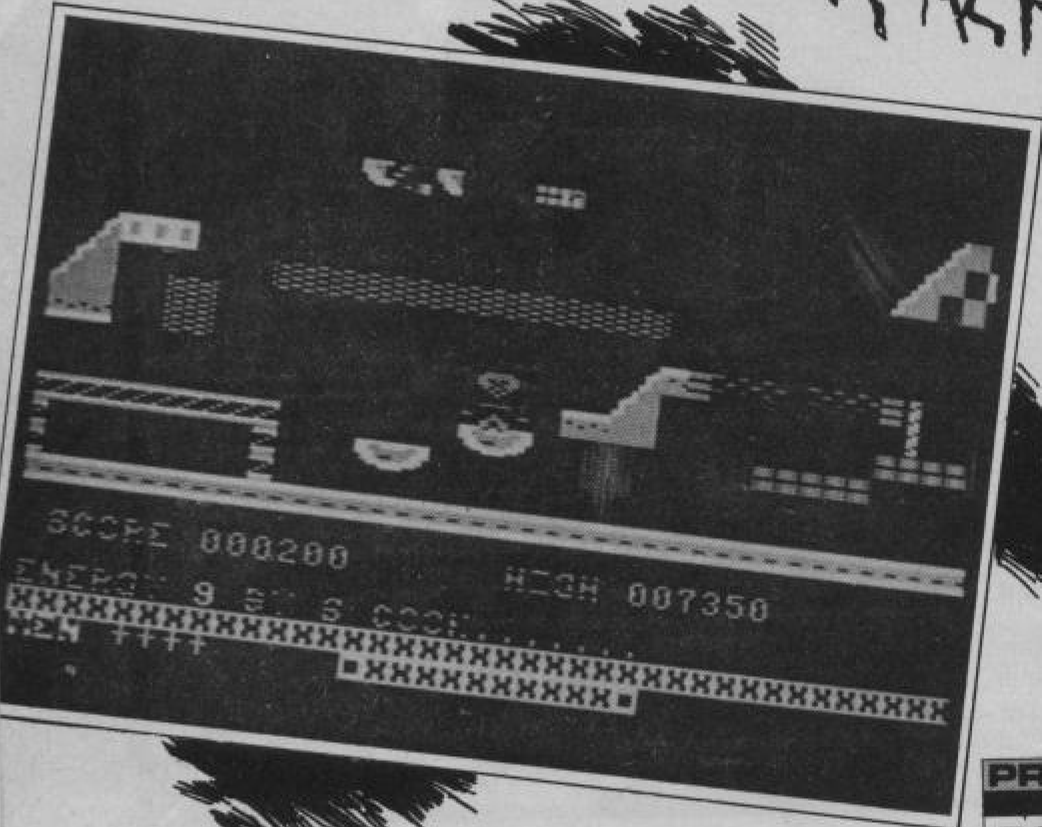
ZZAP! TEST

CIRCUS CIRCUS

Firebird, £2.50 cass, joystick only

● **Frustrating, dated platform game**

TACKY



Droll scroll

When you first appear on screen all you can see is yourself and the animals. To make the rest of the scenery appear you have to move left or right and the screen will fill in.

There doesn't seem to be any real purpose in this and it becomes distinctly tiresome after a while. Frustration like that led to the discovery of a cheat method of warping through the screens. We won't tell you what it is (yet) but try experimenting with the keyboard.



Not one of Firebird's better cheapo games with bad control, graphics and sound. I found it reasonably tough and there's a large playing area but it's just too frustrating to be rewarding. I certainly don't think this circus will pack the crowds in.



UGH! A really tacky little platform game which relies on random and sometimes seemingly impossible situations to kill you off. Mind you, I found it to be a relief when I died. 'Orrible graphics, 'orrible gameplay and 'orrible sound make this an overall 'orrible game. Buy Chicken Chase, it's miles better.

If you were expecting lots of circus tricks and acrobatic action - forget it, this is a platform game.

You play Sid Chip who must get through 20 screens of 'circus rings' filled with the usual form of platform obstacles and nasties. On each ring there is an exit which is extremely tough to get to and leads to the next screen.

Sid can only move left and right or jump and has to work out the exact route to the exit because there is only one correct one.

There's a variety of platforms and creatures to bar your way and contact with anything that moves is fatal. Disappearing platforms can cause problems and often drop you into the clutches of an animal or some waiting man trap.

All the animals follow regular patterns, some moving in circles, others straight across screen. Most are easy to avoid once you've got your jumping timed right. Animals like the kangaroo which hops across screen are well done but for the most part the graphics and animation are crude. The tune also is pretty horrible and you'll rapidly turn the sound down.

PRESENTATION 58% *Nice cheat if you can find it and short instructions.*	**ORIGINALITY** 20% *Simple platform game with little new.*
GRAPHICS 31% *Yukky blocky graphics except for the odd nice animal.*	**HOOKABILITY** 24% *You might be inspired to see a screen...or two.*
SOUND 22% *Nauseating tune and few effects.*	**LASTABILITY** 19% *Find the cheat mode, forget the game.*
VALUE FOR MONEY 28% *It may be cheap but it's nasty too.*	

You have an energy bar which runs down from nine to zero and once it runs out, you explode in the same way as when you touch an animal. You start with five lives and an extra one is awarded every five screens.

BW

"AH - WELL WE CAN'T ALWAYS HAVE A SUCCESS"

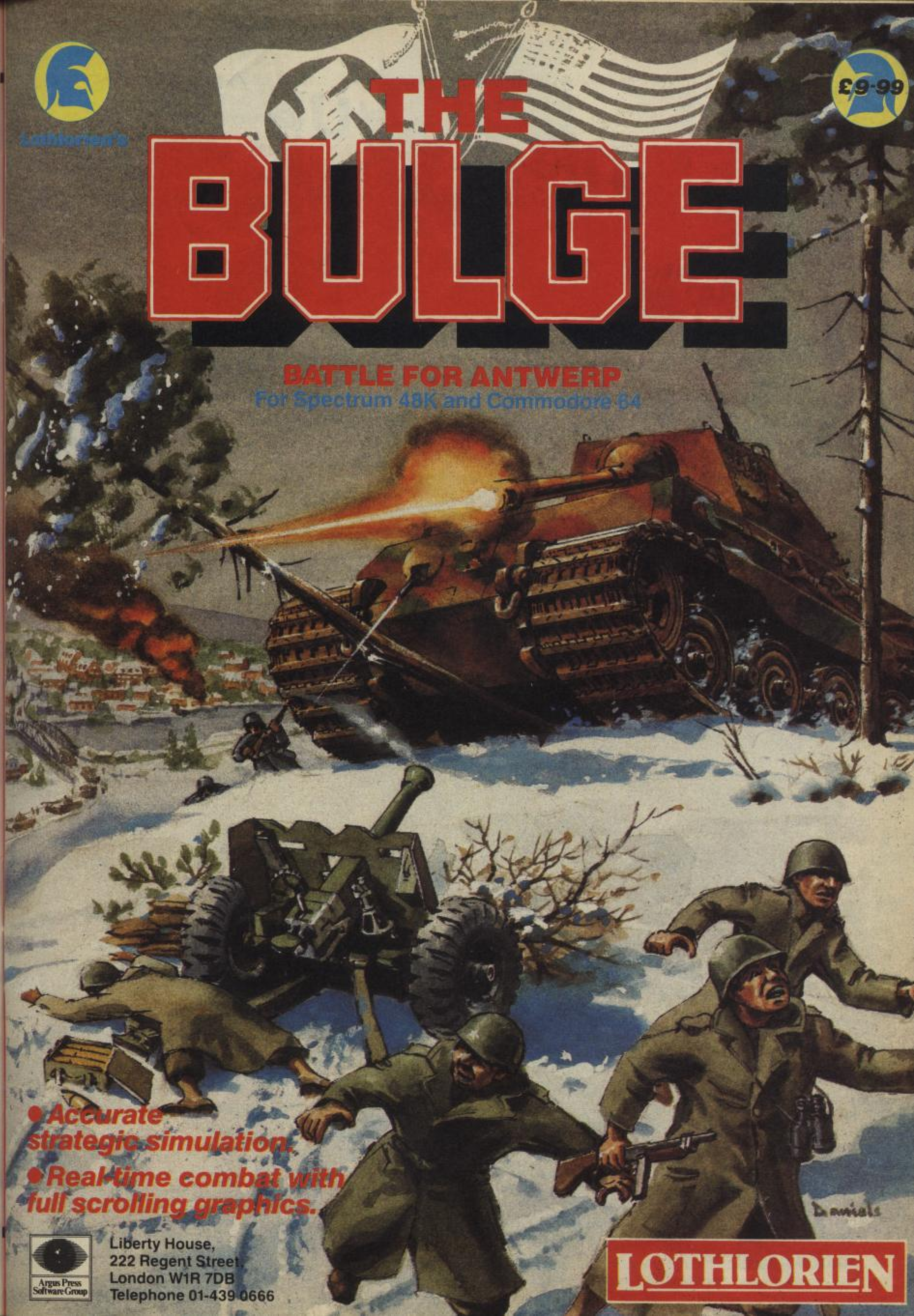
OPERATION WHIRLWIND

Know your forces

The units you control all have different characteristics.
BATTALION HQ: crucial unit, DO NOT LOSE IT. Scores big points if in town at end of game.
RECONNAISSANCE UNIT: moves fast to draw out enemy units.
Infantry company: slow and limited range but great for mopping up and assaults.
ENGINEER COMPANY: excellent fire-power close in and essential as they repair the blown bridges over the streams.
LIGHT TANK PLATOON: fast with good range, an excellent vanguard.
Heavy tank platoon: again fast and great range, essential forward unit with big fire-power.
ARTILLERY BATTERY: massive range and fire-power but susceptible to enemy fire, hold back behind lines.

ENEMY INFANTRY COMPANY: similar to yours but very dogged.
ENEMY TANK OR ASSAULT GUN PLATOONS: outgunned by your armour but also very persistent.

PRESENTATION 83% *Excellent instruction booklet plus choice of difficulty level.*	**ORIGINALITY** 59% *Original mix of strategy and real time war games.*
GRAPHICS 35% *A nice scrolling map with character square graphics.*	**HOOKABILITY** 78% *Enormous challenge to take the town and master the battlefield tactics.*
SOUND 21% *Bangs, crashes and warning noises.*	**LASTABILITY** 71% *Increasing difficulty and levels of victory.*
VALUE FOR MONEY 76% *Great value for a war game and easy to play.*	



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Since most of these games normally cost £9.95 each, you're getting a package worth over £34 virtually at half price! We think that's an offer too good to miss.

Zzap!64 subscriptions, Newsfield Ltd, 1-2 King Street, Ludlow, Shropshire.



STUNNING MAG

We're confident that Zzap!64 offers FAR more than any other publication to people who want the maximum ENJOYMENT from their Commodore 64. We hope this issue has convinced you. If not, here are some facts you should bear in mind:

Although this is only the third issue of Zzap, it appears the mag has already had a massive impact on the computer scene. We can hardly keep track of the letters pouring into the office from 64 owners telling us Zzap is just what they'd been waiting for. And when you analyse it, it's easy to understand why.

FACT: Zzap is the only mag 100 per cent dedicated to the brilliant entertainment software available on the 64.

FACT: Zzap is the only mag which publishes a comprehensive, fully detailed, up to date, review of Commodore games.

FACT: Zzap is the only Commodore mag which is regularly fatter than 100 pages.

One other thing. As a subscriber to Zzap, not only do you get an amazing initial offer as detailed on this page. You also qualify for future huge discounts on selected games, as the box for subscribers on these pages shows.

C'mon . . . join the club!

STUNNING GAMES

US Gold has been in existence less than a year, but already it has transformed the 64 games market. Thanks to a series of shrewd licensing deals it has been able to bring to Britain the cream of American software and sell it at a third of the US price!

This has allowed British game-players to benefit from the massive effort put into program development by the big American software houses. No surprise therefore that US Gold titles have been far outselling those of any other British software house.

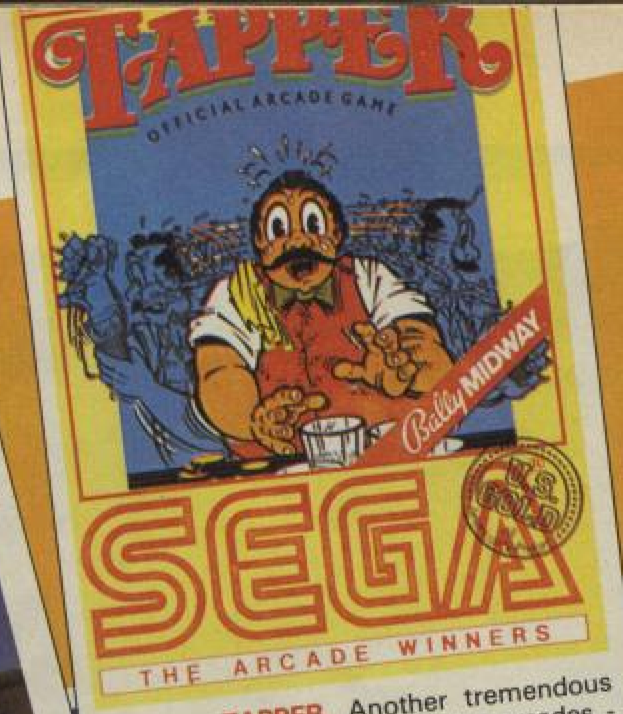
The six games below have been specially selected by Zzap! from the huge US Gold range. Each one is a sophisticated piece of software offering hours of pleasure and challenge.



on this page!



SUPER HUEY. This stunning program was a Zzap sizzler in our May issue. It's a helicopter flight simulator offering you a fabulous 3D view of the terrain you're flying over as well as an authentic cockpit and instrument panel. You have a very large area to fly over and four very different missions to master. Perfect for high fliers.



TAPPER. Another tremendous conversion from the arcades - you play the part of a harrassed bar-tender trying to keep an ever growing crowd of customers happy. This version features superb graphics, excellent game-play and as much addictiveness as you'll find anywhere.

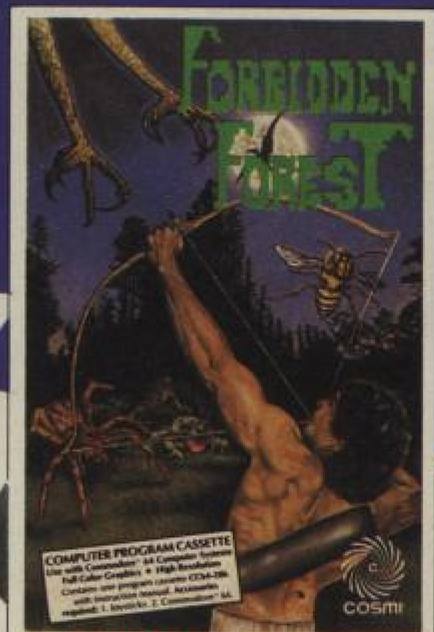


SPY HUNTER. This too was a Zzap sizzler in May. Basically it's an absolutely superb conversion of the arcade game in which you bump and blast enemy cars off the road (and enemy boats off the river) using an awesome range of weaponry, including missiles, smoke screens and oil slicks. With its great, authentic arcade feel, it makes James Bond look like Noddy.



ZAXXON. This is one of the all-time great American programs. You pilot an armed aircraft over a treacherous 3D landscape which scrolls diagonally across the screen. You have to destroy fuel dumps, dodge missiles and enemy aircraft, and guide your plane through dangerous force-field. Your chance to experience the shmup which has already enthralled tens of thousands of game-players the world over.

Subscribe to Zzap!64 and you can have ANY TWO of these sizzling games for just three quid!!



FORBIDDEN FOREST. Another great US classic, reckoned to be one of the most evilly atmospheric programs of all time. You are alone in a mysterious forest, armed only with a bow, and night is falling. Savage spiders, a serpent, a dragon and spear-wielding skeletons are among the horrors you must face. Terrific music puts the seal on a program you'd better play only during daylight hours....



DROP ZONE. What more can we say about this amazing game? Our Gold Medal review makes it abundantly clear we reckon it's about the greatest shoot-em-up EVER. To offer it effectively for just £1.50 seems positively criminal, but there you are. An ace prog, oozing with blastability and lastability.

As for existing subscribers . . .!

Even if you already have a subscription to Zzap through a similar offer in earlier issues, you can still benefit from this latest special deal. Thanks to our arrangement with US Gold we're able to offer you ANY of the games on this page for just £6.95 each, including post and packing. That's a fat saving of £3 per game.

All you have to do is write to the address at the top of the form on this page, quoting your name, address and subscription number, together with a list of the games you want and payment to cover. So if you order two games, you should enclose a cheque/postal order for £13.90. If you order three, it should be £20.85. And so on. Not bad, eh?

Zzap! 64 sizzling subscription offer

Yes, I want to subscribe to Zzap! 64 and receive two US Gold games. (Offer closes July 31st, 1985).

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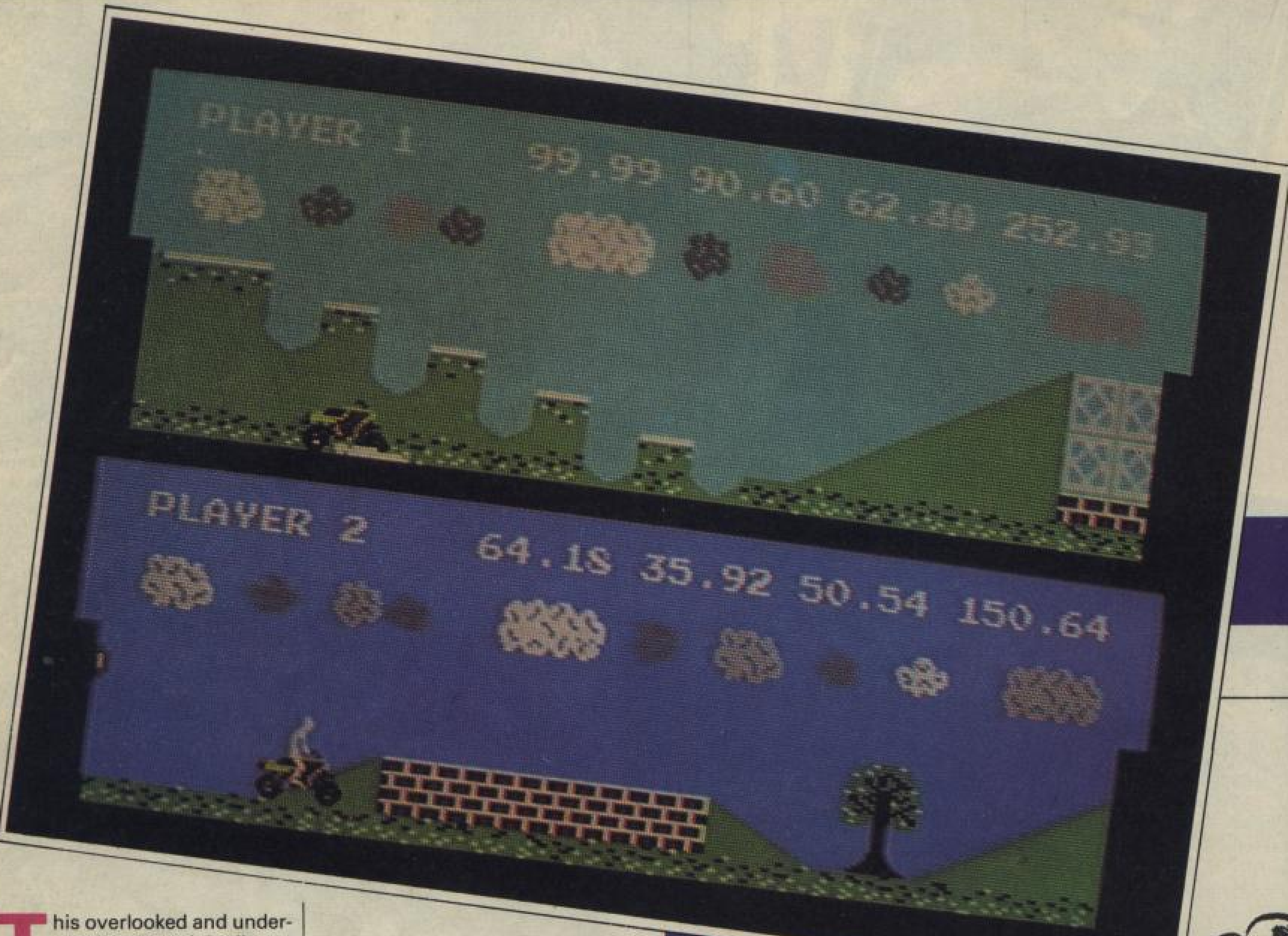
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The games I would like are (circle TWO):

Drop Zone   Super Huey   Spy Hunter   Tapper   Zaxxon

Forbidden Forest

I enclose a cheque/postal order for £17.50 made out to Newsfield Ltd.
Post to: **Zzap subscriptions, 1-2 King Street, Ludlow, Shrops, SY8 1AQ**



Split-screen action. Player 2 has completed the last of the three courses in a time of 50.54. Player 1 has fallen off with his clock on 62.36 and counting. Useless times.

This overlooked and under-rated game, originally put out by Mr Chip software, has been a personal favourite of mine for some time. Now that it's been re-released by Mastertronic at a ridiculously low price, it'll hopefully prove the same for a lot of other people.

It's a motorcycling stunt game, complete with simultaneous two-player action (or just one player against the clock) and a high frustration and addiction element.

There are eight obstacle courses to choose from and you must guide your rider as quickly and carefully as possible over any combination of three of them. Your bike is controlled through joystick or keyboard and can accelerate, decelerate, wheelie and jump.

Two people can race simultaneously, thanks to the split screen display which independently shows one player's progress on the top, the other's on the bottom. Each course is roughly eight or so screen-widths long, so the picture scrolls smoothly from right to left to show the various obstacles and hazards to be crossed as they come.

There are a variety of hazards and the skill lies in selecting the right form of control for each combination of hazards. Some need to be taken slowly, others quickly, and you have to learn the right timing for your jumps and wheelies.

If you get it wrong your rider will be ejected from his bike, complete with a WEEEOOW! noise, and lay comatose for a frustrating couple of seconds.

You will then be moved along the bottom of the course until a suitable re-entry point (determined by the computer) is reached. However sometimes the computer restarts you at a position where it's impossible to complete the next stunt. This is extremely annoying, but it's the price you pay for falling off. The thrill of having a fast, clean run more than makes up for it.

The time for each individual course is displayed at the top of each player's screen along with the combined time for all three courses. If your combined course time is fast enough then you can type in your name for the high score table. This displays the top five players' names along with the three individual course times and the total time achieved.

As well as playing a simultaneous two player game you can play a one player, or alter-

The different obstacles

HEDGES, PILES of TYRES and BARRELS. All of these must be either driven over very quickly or jumped where possible, so as not to get stuck.

ROUGH GROUND, GATES, BRICK WALLS and SCREEN WALLS. Must be driven over fairly slowly to clear them. Rough ground can usually be jumped, as can some of the gates and screen walls - brick walls, unfortunately, cannot.

LORRIES and BUSES. These can be either simply driven over at any speed or jumped, whereas . . . .

CARS, VANS, TELEPHONE BOXES, WATER and DIPS along the courses, must all be jumped.

OTHER FEATURES of the courses include steps (to go down at, at high speeds) and ramps (as an aid to jumping).

The best way to play this game is with two players simultaneously. Even without a friend to challenge you this provides an incredibly addictive and frustrating game as you zoom, leap and bound over all the obstacles. Going for those low, low times will keep you coming back to this game for months. The most incredible thing about it is its price: £1.99. Go get it NOW.





The eight courses

1. MOTOR MADNESS. After a fast start over some tyres, plenty of cars, vans, buses and lorries to jump. At the end of the course a nasty set of barrels lead up to a particularly tricky set of jumps over a bus, van and car (length ways!).

2. RIDE IT ROUGH. Some rough ground at the start is followed by a load of tyres and barrels, five continuous pot-holes to jump over and a further, final bumpy ride.

3. BITS 'N' PIECES. A slow ride over a brick wall starts the course, followed by some hefty jumps over screen walls and six telephone boxes. Four sawtooth style ramps lead up to a treacherous water jump and the finish line.

4. JUMPS GALORE. As the title suggests, plenty of things to jump in this one. Water, vans, buses, and a lorry are all there for the jumping plus the added bonus of a great ski jump at the end of the course.

5. UP 'N' DOWNER. Plenty of difficult jumps throughout the course – over water, rough ground, tyres and more water.

6. STRETCH OF WATER. It starts with a water jump... and it carries on with more along the way. Highspot of the course (and source of much annoyance) is the long set of water jumps near the beginning.

7. PICK 'N' MIX. Water jumps, gates, pot-holes, steps ... nearly everything nasty there is, is thrown in this one.

8. SOUT'S SELECTION. Named after the programmer, Shaun Southern, there's a great selection of nasty bits throughout. Starts with a 'just about possible to jump' gate and ends with a jump over some telephone boxes, and a quick spurt down some steps, to cross the line.

nating two player game. The option also exists to have an uninspiring one voice rendition of the television program's theme tune played during the game. There's a better piece (the Can Can) played on the title screen and there are fairly realistic motorbike drones throughout the game.

Apart from some unrealistic clouds, the graphics are excellent. The definition of bike, rider and course hazards is good, with a great use of colour all round.

GP

KIK START

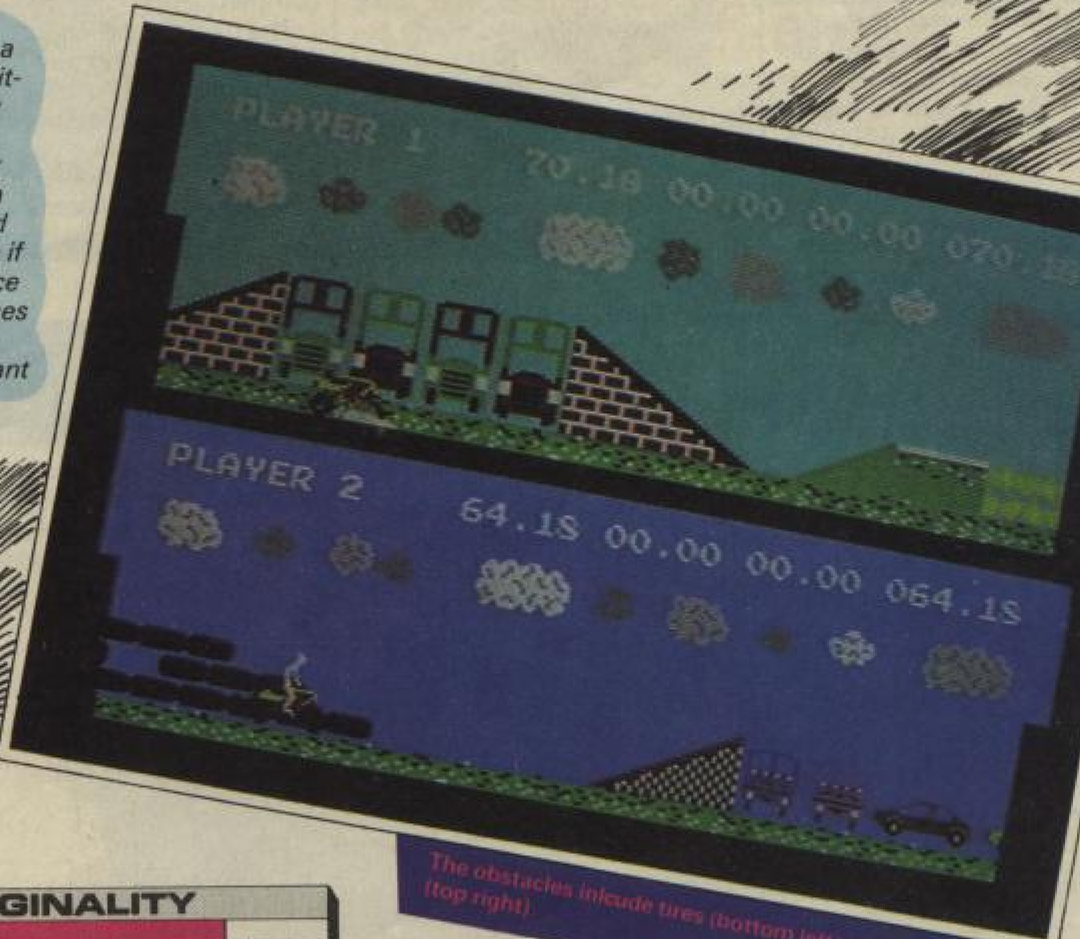
Mastertronic, £1.99 cass, joystick or keys

SIZZLER

- **Motorcycle stunts against the clock**
- **Eight courses, two independently scrolling screens**



Even though it may prove a frustrating game to play initially, Kik Start is certainly worth sticking with. The simultaneous two player option gives the game an excellent competitive and compulsive element. Even if you play on your own, once you start to crack the courses and the urge to improve times sets in, you won't want to stop.

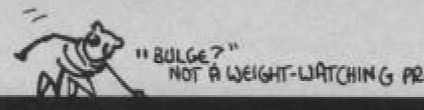


The obstacles include tires (bottom left) and barrels (top right).

PRESENTATION 85% Simple, but concise, instructions and excellent in-game options.	**ORIGINALITY** 74% A new type of stunt game.
GRAPHICS 73% Nice bike and scenery and a good use of colours.	**HOOKABILITY** 85% Despite being frustrating it still proves addictive.
SOUND 61% Vrrooomy bike noises, wheeooy sounds and reasonable music.	**LASTABILITY** 86% Eight difficult courses plus the constant challenge of improving times.
VALUE FOR MONEY 90% The most impressive cheapo game we've ever seen.	

This game is incredible value for only £1.99 and I would thoroughly recommend it. I found there was great skill needed to improve at the game and with eight different courses there was no lack of variety. The fact that you can have two player races was also a major plus point for me with terrific excitement as you battle it out neck and neck.





THE BULGE

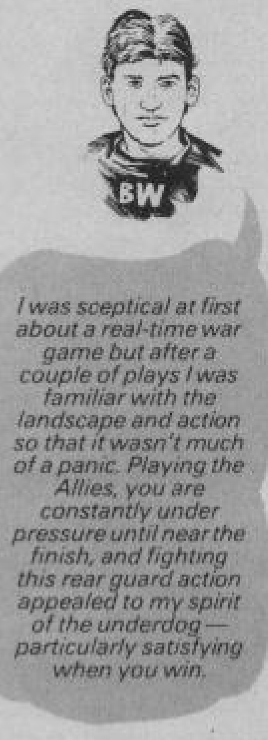
Argus Press/Lothlorien, £9.99 cass, joystick or keys

● **Real-time war game set in World War 2**

This is another of the new genre of war games that dispense with the complicated charts and figures and become user friendly.

It's a re-creation of the second world war battle of the Bulge in which the Germans made their last ditch effort to smash the Allied advance on the Western front. All the action takes place in real time — in other words, the situation is being updated all the time; the computer doesn't stop while you're thinking about your moves.

It's your responsibility to control all the Allied or German forces. The playing area is four screens long and three high. On it are shown both side's forces, the terrain and towns. The allies have three types of armoured units and two types of infantry while the Germans have Panzer units, infantry, motorised infantry and moving and stationary artillery.



The fighting and moving potential of all of these is determined by the terrain, infantry being best in towns and armour on open ground.

You start with most forces on the east of the map and the Germans have a large superiority. Each unit has a strength rating which goes down in engagements and cannot be replenished. You engage enemy units by being adjacent to them and if the strength of either reaches zero it is wiped out.

Unit movements can be ordered using a cursor but these moves are limited by the type of terrain and unit involved — some may take several 'days' to complete.

The game starts on December 16, 1944 and continues till January 3, 1945. On each new day you are informed of the weather conditions, which affect movement and Allied aircraft, and whether reinforcements are arriving. If the weather's clear, Allied aircraft will reduce the supplies reaching German units.

You can use the cursor to investigate the current status of enemy units and towns. Towns are worth points if in your possession, some more than others, as are your units still fighting. The points score on January 3rd

Battleground Terrain

MOUNTAINS/HILLS: appear in large numbers on the north-east of the map and severely hamper movement of all units.
FORESTS: restrict movement of armour and appear as single trees.
RIVERS: also restrict armour movement unless crossed at a town with a bridge.
OPEN GROUND: units can move very quickly and breakouts are much easier.
TOWNS: can be of several different types and the larger ones have greater points values when possessed.

CHOPPER

Creative Sparks, £2.50 cass, joystick or keys.

● **Simple four-stage shoot-em-up**



A helicopter tracks you doggedly as you try to shoot the X's in the reactor.

This very simple *Scramble* type game puts you in control of a helicopter. You have a mission to destroy what is supposed to be a virtually impregnable enemy base built into the side of a cliff.

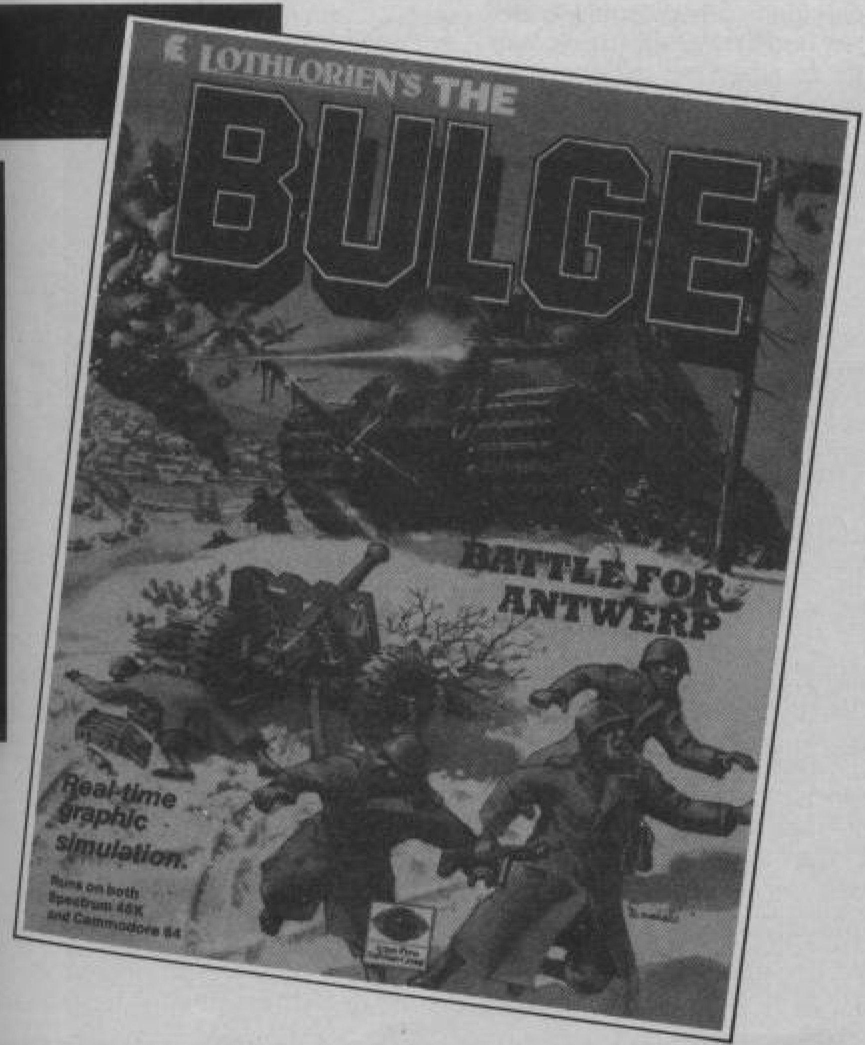
The screen scrolls from left to right smoothly and your helicopter is placed on the right hand side of the picture. It can simply move up, down or fire.

There are four types of action screen. The first puts you under fire from advancing helicopters. Shoot these and also shoot the non-firing jets and helicopters to gain bonus points.

Next comes a bonus screen. You have to refuel in mid air by guiding your fuel nozzle into the fuel pipe of the giant aircraft. Do this and you'll gain a huge 100 point bonus, fail and you'll lose a life.

The third screen involves dodging balloons, airships and evil swans. As they move up and down you have to thread yourself between them. You can't shoot anything, so swift manoeuvres are of the essence.

Once you've dodged everything you return to the bonus screen, which is exactly the same only this time the plane is a little lower.



will determine who has achieved or claimed a victory.

There is a pause command to give you time to think and a two player option where both sides plan moves at the start of the day which are then enacted. The computer is a tough opponent but you may find a human one less predictable.

A global map allows you to view the whole battle area and there is also a save option. At the end of each battle you can examine the situation and see just where you might have improved your strategy.

BW



Fast and furious war simulation, unlike the normal slower-paced ones. This is the sort of war game you can't leave for more than two seconds, and you have to concentrate non-stop. Nice, big, clear graphics and uncluttered, simple instructions makes this a good one for novices.

Category	Rating	Comment
PRESENTATION	76%	Historical background in the instructions options on colours, 1 or 2 players.
ORIGINALITY	47%	The battle of the Bulge has been done before and gameplay isn't that new.
GRAPHICS	63%	Good landscape and unit characters.
HOOKABILITY	68%	Quite absorbing as you familiarise yourself with the battle.
SOUND	12%	Three opening drum beats and an update noise.
LASTABILITY	65%	Once you've had a major victory the attraction may fade.
VALUE FOR MONEY	63%	Great sussing out the battle plan but once cracked may pall.

You then move to the final screen. This is the enemy's reactor and you have to destroy this to accomplish your mission.

The reactor lies embedded in rock, and there are three helicopters guarding it. Two move up and down tracking your moves and the other one takes off from the bottom and moves up the screen firing at you. You have to shoot three bombs into three small inlets which lead directly to the reactor. This is quite tricky since a) the helicopters are tracking your moves and therefore blocking your bombs; b) There's another helicopter rising up the screen firing at you; and c) the gaps to shoot the bombs in are about 2 pixels wide.

Even so it can be done. When you do complete the mission, you simply start again, moving up a skill level (there are six). As you progress through the levels everything becomes faster and you have to survive for a longer time before finishing a screen.

JR





As it stood, I thought this was quite a good game when it first came out for the Oric. Now that it's made a delayed jump up to the 64, I don't think so highly of it. The graphics and sound are okey dokey but the repetition of the three stages of action (well, three and a half including the refuelling stage) meant my interest in the game dwindled quite rapidly. Still, not too bad for £2.50.





I first saw this game on the 'orrible Oric and it hasn't changed in conversion except for improving the graphics. With four stages and six skill levels I found it entertaining and pretty tough too. Certainly a great game on the Oric and a reasonably cheap one on the 64.

A really basic shmup which would have done the BBC proud about three years ago. With only four screens of action to enthrall you this doesn't really make an impact. OK, so the graphics are decent, the game itself is fairly challenging and it's only £2.50, but there are other games around which are cheaper and better.

Category	Rating	Comment
PRESENTATION	69%	In-game instructions, hi-score table and six skill levels.
ORIGINALITY	39%	Simple shmup with nothing very new except refuelling screen.
GRAPHICS	58%	Great refuelling plane and Sikorsky helicopter, otherwise plain.
HOOKABILITY	61%	Four different screens which can be difficult to master.
SOUND	40%	Simple blasting noise but good chopper sound.
LASTABILITY	46%	Once sussed the screens start to lose their appeal.
VALUE FOR MONEY	56%	A nice cheap shmup but pretty ordinary.

THE BIRTH OF A PARADROID

Over the next few months we're running a special series of features covering in detail the way a computer game is developed. We shall be following its programming, production and promotion actually through the eyes of the people concerned. The game we've selected for the job is the new one planned by HEWSON CONSULTANTS, provisionally called PARADROID, which is due for release in the autumn. It's being written by Hewson's ANDREW BRAYBROOK, whose previous game GRIBBLY'S DAY OUT gets a Sizzler review in this issue. This month we're printing the first of several extracts from Andrew's diary. By the time the series is complete you'll have obtained a unique insight into the way a software house goes about its work.

The thinking behind the game

Here's Andrew Braybrook's explanation of his plans for Paradroid:

Gribbly's was all cute so this one is going to be high-tech. It is based around a large space ship. What you actually play on is a scrolling large-scale view of one of the decks, seen from above.

You'll be able to access a plan of the whole deck but you won't be able to see the details on that. Another screen will be a side view of the ship so you can see where the deck is in relation to the whole ship. Other views including logging on to the ship's computer.

The things you actually play with are robots shown from above. There's going to be lots of them. If you want to know more about a particular robot what you do is log-on to a computer terminal. From there you can sift through all the robots and get large side view pictures and you can select things to get more information.

I've been working hard on it for about four weeks, but I was working on utilities - programs to help make the finished game - for a couple of weeks before that. I always like to do the character set first because it buys time while you're thinking about the rest of it. It's probably the easiest thing that you can do.

It's not really an arcade adventure — it leans more towards arcade. *Gribbly*'s I wanted to be a non-violent game. All of the zapping and violence that I couldn't get into *Gribbly's will be going into this one.*

Last week we designed the game's 20-deck space-ship, but I'd like to actually build one just to make sure it all works — all the lift shafts tie up and the decks fit together. Maybe I'll try using Lego. Dunno, it might work.

So far I've got a little robot skating about inside a test deck plan. You can log onto a console, select an option, make an enquiry on the test robot and get a big picture of it. The piccie uses all eight sprites combined (the maximum available on the 64 at any one time). Despite being a view from above, I intend you won't be able to see anything behind a wall. You'll have to go into a room to actually explore it.

Wednesday May 1

Zzap 64 have asked me to keep a diary and today I have to start it. Feel like a mega-star. Decide not to let it change my life.

Design form on which to lay out my robot data detailing which sprites make the picture and other bits and pieces. Feed it into Easyscript and run off a few copies. Feel pleased because it's cheaper than photocopies.

Decide I need a bank of words to choose from to describe each robot. Write a Basic program to load in the codes. Rediscover how much I hate Basic programs.

Spend half an hour at end of day trying to think of something interesting to write in new diary. Fail.

Thursday May 2

Must prepare working copy of game to date to give to Robert (chief test pilot) for his comments before weekend. Suddenly realise this means writing and debugging complete console log-on procedure. Decide not to panic.

Grill Steve (*Steve Turner is another Hewson programmer*) on how he did the scroll in *Avalon*. Decide to do console on same lines. Have to design meaningful looking icons. Not easy. True test comes when someone tries to identify them.

Friday May 3

Get menu screen working so that icons appear and are correctly highlighted. Feel pleased.

Find error in robot display routine. Fix it and a six-sprite robot appears in all its glory. Great!

Program is just about stable enough for Robert at end of day. Everything has gone well. Too well. Robert has a habit of mangling things that I write.

Horrible. I'm going to have to change all graphics. Bleaaaahh!

Tuesday May 7

Arrive fresh and keen after the extra day off. Have bought my own C64 at last. No need to stay behind 'til ten o'clock playing games any more. Only cost me £139. Feel a bit disloyal towards my old Dragon 32.

Got comments back this morning from Robert (our chief Test Pilot). Not too bad considering. Scribbled some notes on the changes necessary. The main robot graphic was indistinct on his TV and as this will be on the screen nearly all the time it will have to be enhanced. Also wrote routine to display the small scale map.

Also in the post was a new cartridge Monitor program which I'd ordered. (*A Monitor program lets you look at what the C64 is doing by displaying memory and registers, etc on the screen — Ed.*) Perhaps it's my lucky day? It looks useful with lots of juicy commands in it. However the game must be altered a bit internally to fit the Monitor — it'll have to save some of its variables elsewhere. Haven't decided where yet.

Overall the day has been a bit slow but pretty good nonetheless because of the arrival of the new tool.

Wednesday May 8

Mapped out the side elevation of the ship and designed some graphics to display decks and lifts. Worked hard on the routine which draws the deck plan to convince it that it can also draw the side views. It listened to me in the end. At least I think it did. No doubt it's got some nasty trick up its sleeve even now.

The space ship had to be shortened to fit the full side view on to the screen — I used a bit of artistic licence and felt happy with the result.

Oh no! The first accident with the new Monitor. All today's graphics in jeopardy when the Monitor decides to lock up. I hit the reset switches (both of them — one on the Monitor cartridge and one on the C64) to try and rescue things but to no effect. I sit fuming at the machine.

Up jumps Steve Turner with a bright idea. Two or three times a week we get a mains spike (courtesy of the electricity board) which causes the C64 to crash but with its memory still intact. Perhaps if we generate a spike of our own I can regain

control of the machine. . . .

Decide against ringing the CEGB to ask them to switch off a power station or two. Instead Steve starts leaping round the room switching the fan heater on and off. Very entertaining. Needless to say it doesn't work.

Eventually Steve begins to tire. I give up and pull the plug out. Nothing for it but to key the stuff in again. . . .

At the end of the day I start coding the map of the side elevation of the ship in hex (*a number system used extensively in machine code programming*). This time I do it on paper first. I'm not going to trust that Monitor again for a while.

Thursday 9

Continued with the hex of the side elevation and keyed in some new routines which decode the deck data into a plan view. Did some other mods which Robert suggested.

More fun and games. I discover that my Assembler (*the program which generates machine code from the programmer's assembly code*) won't work with the new Monitor despite claims to the contrary by the manufacturers. Consider merits of abusive phone call. Decide such action would not fit my image and wouldn't do any good anyway. Resign myself to lots of plugging and unplugging of the cartridge every time I want to assemble. Lay plans to wire up or buy some hardware to fix the problem. In the meantime write myself a note in capital letters REMEMBER TO UNPLUG BEFORE ASSEMBLY. I only forget every other time.

Despite problems cartridge works quite well and has already rescued me from one screen full of rubbish.

Time to assemble and have a look at progress to date. Aha! The small deck plans are not appearing on the screen. I scrabble through the code and after some head-scratching I discover the, er, deliberate error in the plan routine. Assemble again and Bingo! There they are. Wrong colours but still encouraging. Most other fixes appear to have worked, ie. not working as planned but not crashing the machine either.

Modern technology fails again. I attempt to straighten my shatterproof ruler and it shatters. Middle section flies past Steve's ear and frightens the cat. Can't find where it landed.

Monday May 13

Back to grindstone. Tackle deck plan and get it looking respectable but side views could do with dressing up. Not pretty enough yet.

Major graphics update takes most of afternoon. Design a new robot. It comes out looking like Kenny Everett with short legs. Ponder — do robots have beards? Decide to leave it for the moment.

Rage and frustration! Something in machine is eating characters and gobbling sprites. Decide to remain cool, calm and collected.

Doesn't make any difference. Nasty munching continues unabated.

Tuesday May 14

More frustration. About to test program when one of data files disappears from disk. Inspect. Machine tells me there are 667 blocks out of a possible 664 on disk. Decide this is not logical. Wonder how Dr Spock would cope.

Missing file is lost in seventh dimension of Commodore brain cells. Return to back up and key data in again avoiding Monitor in hope of not repeating this fiasco.

Back to graphics. Steve suggests my subtle grey colour scheme for side views is boring. Debate ensues. I lose. Try new psychedelic combinations. Eventually agree grudgingly to white, yellow, orange and red. I grumble.

Add some more graphics. Now diagonal lines are causing herring bone effect. Horrible. I'm going to have to change all graphics. Bleaaahh!

Wednesday May 15

Right. Today's the day. Can't delay any longer. Have to write the routine that hides the robots except when they're within sight (a bit like hiding the ghosts in *Pacman* except when they're in your corridor). Idea comes from a game called *Survive* which I wrote a few years ago on an IBM mainframe. Up to six players all trying to ram or shoot one another with two computer controlled assassins. You knew when there was another player on your level but you couldn't always see them. Never knew what was around the next corner. Great stuff!

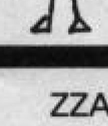
Oh joy! Mid-afternoon and the routine is in and works first time. Steve claims that he was the one that thought how to make it work. Typical.

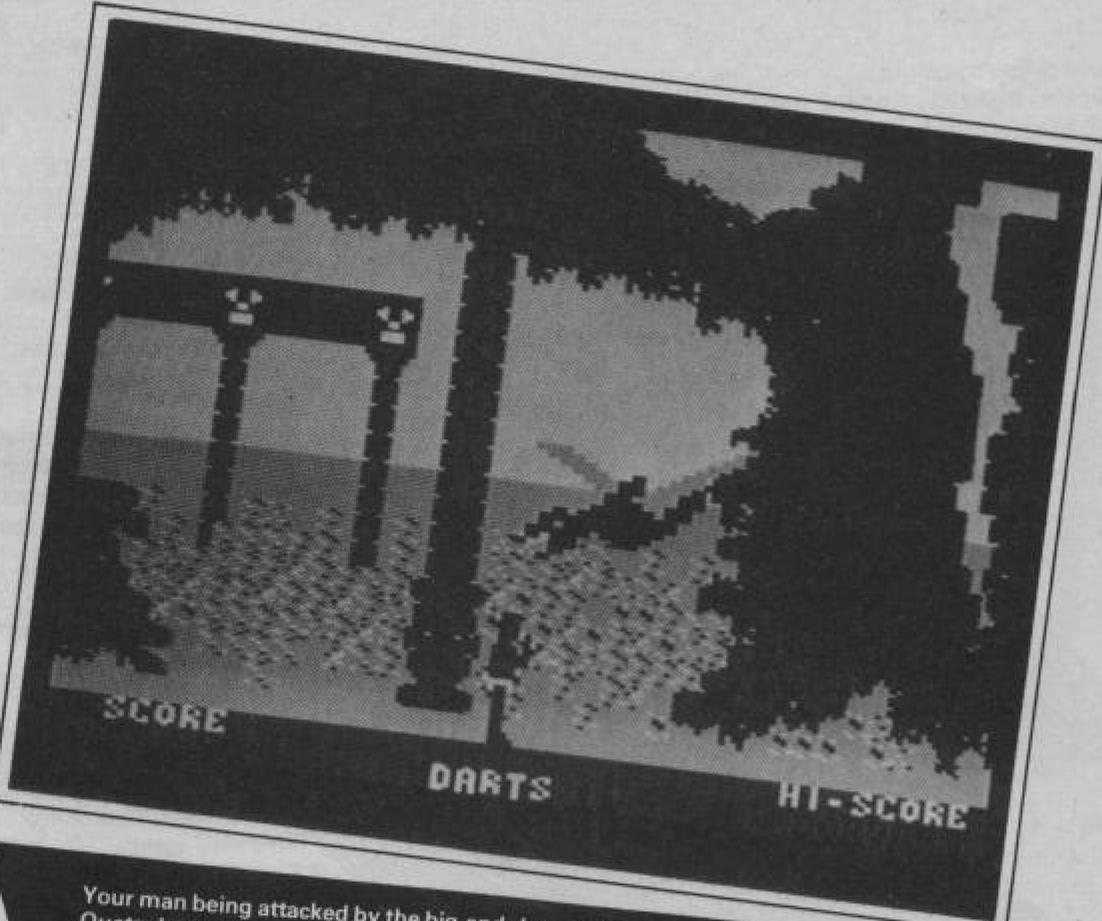
> Design a new robot. It comes out looking like Kenny Everett with short legs. Ponder — do robots have beards?



● A study in concentration. Andrew Braybrook at work on the 64.

'HAS KENNY EVERETT PUT A HEX ON ANDREW'S PROG?! WILL STEVE STOP THE CAT FROM EATING THE RULER? WILL THE PARANOID PARADROID LEARN TO SHAVE? THESE AND OTHER QUESTIONS WILL BE ANSWERED NEXT MONTH!!'





Your man being attacked by the big-and-dangerous Quetzalcoatus.

In numerous aspects this game is incredibly similar to that superb US classic *Forbidden Forest*. It has the same basic scenario, a similar opening sequence, similar sounding music and similar looking graphics. New Generation tell us the programmer, having had only a single sighting of *Forbidden Forest* (and being possessed of a photographic memory) set out to improve on it. We don't think he succeeded.

The action is set in the Amazon rain forest where a lone native (you) has to survive seven challenges. You are armed only with your trusty blowpipe and a limited number of poison darts with which to fend off the deadly forest inhabitants.

The game takes place on a series of three scrolling backgrounds. The first area is the jungle where you have to defeat three types of enemy. The second and third phases are the Caverns and the ruined Temple each of which have two types of (increasingly tiresome enemies).

AMAZON WARRIOR

New Generation, £7.95 cass, joystick only

● **Attempt to improve on 'Forbidden Forest'**

The Amazon Hazards

STAGE ONE (jungle): Red and yellow snakes which come in at angles from the top of the screen.
STAGE TWO (jungle): scorpions appear from both sides of the screen and sting you with their tails.
STAGE THREE (jungle): headhunters and spears. Shoot the former horizontally and avoid the latter.
STAGE FOUR (caverns): vampire bats suck the blood out of you and move around a lot.
STAGE FIVE (caverns): wraiths come in from half way up the sides of the screen and carry you off by the head.
STAGE SIX (temple): spiders and blocks of rubble fall vertically from the top of the screen. Shoot the former (or they wrap you up) and avoid the latter.
STAGE SEVEN (temple): quetzalcoatus is a large flying dragon who will carry you away in his jaws.

Your man appears at the bottom of the screen carrying his blowpipe and 40 darts. You have to load the pipe first and then shoot the oncoming creatures. The pipe can move through an arc of firing positions from low left to low right.

Shooting enemies is very difficult at first since the shooting angles aren't at all obvious. You can get the hang of shooting each of the beasts but some of the angles (and misses!) are quite surprising.

You have to shoot a specified number of animals on each stage to progress to the next and the number increases on each of the four skill levels. At the start of each stage, except the last two, you are given a fresh set of three lives and 40 darts.

The backgrounds scroll really smoothly and in perspective with a near background and a far background. The graphics are nice and colourful, and while the music isn't up to *Forbidden Forest's* superb standard it's still reasonable.

BW



When I saw the title screen, heard the music and played the game, my suspicions were confirmed — another Forbidden Forest! *The graphics are the only thing to have been improved — sound and gameplay have deteriorated badly. In my view* Amazon Warrior *tarnishes not only the reputation of the original game, but that of* New Generation.



It's a year too late and far too like you-know-what for comfort. I found the controls annoying and the constant similarities to FF insulting to the original. It would be all right if it offered better gameplay, but it doesn't. Once you've worked out a level, you can do it more or less the same way each time.

PRESENTATION 57% *Four levels of difficulty and a high score table.*	**ORIGINALITY** 8% *Appalling rip-off of* Forbidden Forest.
GRAPHICS 78% *Excellent scrolling background and good characters.*	**HOOKABILITY** 54% *Difficult blow pipe control makes progress tough.*
SOUND 69% *Music isn't as good as* Forbidden *but one or two good effects.*	**LASTABILITY** 60% *Very tough but unaddictive.*
VALUE FOR MONEY 51% *If you've got* Forbidden Forest *forget it.*	


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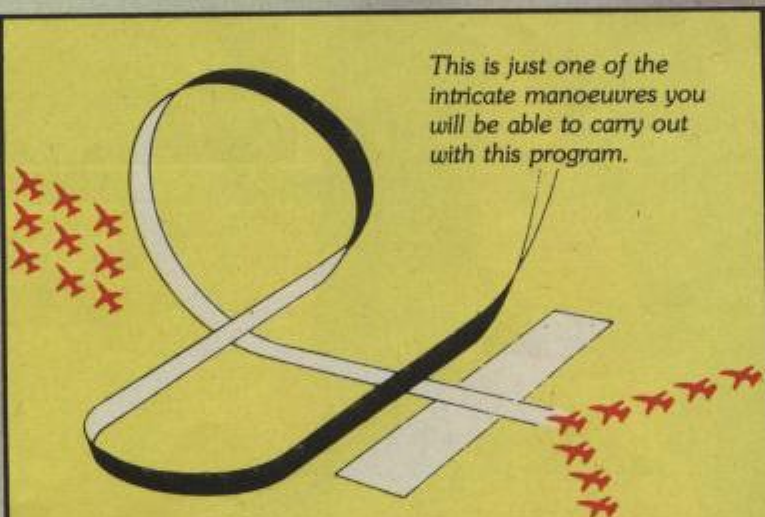
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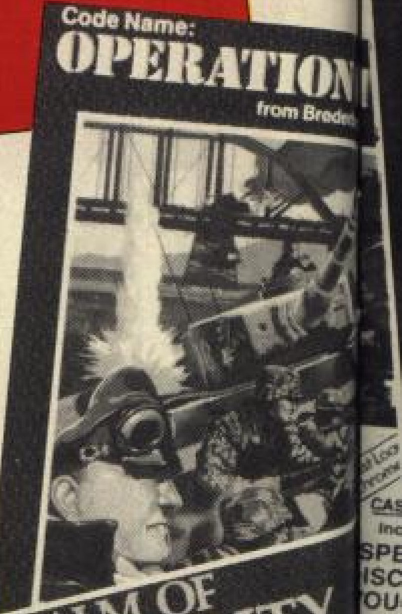


Win an £800 SX64 with an Ariolasoft mini-tip!

We've got a fab portable Commodore SX64 with built in disk drive and colour monitor to give away in this great competition! Also two Currah speech units and five Wico Boss joysticks. One of these valuable bits of hardware can be yours just by sending us a 50-word playing tip on any of the Ariolasoft games listed on this page.

We're looking for short snappy tips that will really give help on one of these twelve challenging 64 games. Pokes, cheat methods, or simply subtle playing advice — anything will do, just so long as you can write the tip in 50 words or less. The winners will be those whose tips we think are the most helpful and original.

Here's how to enter: Write your tip on a piece of paper, together with the name of the game, and your name and address. Send this to: Ariolasoft Competition, Zzap! 64, 1 Church Terrace, Yeovil, Somerset BA20 1HX.





Runners-up prizes of Currah speech units and Boss joysticks

The games to give tips on

Here's a run down of Ariolasoft's tremendous range of US titles for the 64.

LODE RUNNER
Classic game featuring real addictiveness and playability. Steal the gold from the Bungeling Empire on screen after screen of platforms, ropes and ladders. A Zzap sizzler.

M.U.L.E.
Excellent trading game with great music. The strategy of the game is absorbing and easy to get to grips with as you try to colonise a planet with your obstinate Multiple Use Labour Elements. Up to four players can take part in a sometimes frantic game.

ARCHON
New variant on the chess theme, using the same layout as the age old classic. Control strange creatures with different movement patterns in a game of cunning and fast action as pieces battle it out on an arcade screen.

RAID ON BUNGELING BAY
A hectic shoot-em-up as your helicraft tries to bomb six factories from its aircraft carrier base. Fighters, bombers, radar, guns and a battleship all try to thwart your action.

SPELUNKER
A massive cavern exploration game where hundreds of treasures and handy objects have to be collected. Lethal falls, steam vents and ghosts of past adventurers all block your way.

The prizes

FIRST PRIZE: The Commodore SX64
This is a portable version of our beloved machine worth over £800 and featuring a built-in colour monitor and disk drive. It comes in its own carrying case and will let you play your favourite 64 disk games wherever you go.

SECOND PRIZES: 2 Currah speech units
This piece of hardware plugs into the cartridge port of your 64 and lets you make the 64 talk. It uses phonetics and allophones to build up sentences which can be played through the speakers. Worth £29.95

THIRD PRIZES: 5 Wico Boss joysticks
This is one of the ultra-sturdy Wico range and features a hand-moulded grip, strong steel shaft, and stick-top fire button. Worth £14.95.

DAVID'S MIDNIGHT MAGIC
A pinball table with a fabulous bouncing ball that mimics the real thing. You've got to be fast on those flippers but high scoring is there if you hit the right bonuses.

OPERATION WHIRLWIND
Joystick controlled war game in which you have to mount an assault on, and take, a town. A cunning enemy and possible counter attacks make your job harder.

CHOPLIFTER
In your armed helicopter you have to fly into enemy territory and rescue 64 hostages while under a constant barrage of enemy fire.

ONE ON ONE
Basketball simulation in which you can take on one of America's top basketball stars in a one to one battle.

HARD HAT MACK
You've got to rivet together the girders of a building but vandals and civil servants keep trying to bring you down to earth.

REALM OF IMPOSSIBILITY
3D action *Ant Attack* style as you explore the complex of caverns trying to open the Realm of Impossibility. Lots of evil beings try to block your path.

MURDER ON THE ZINDERNEUF
You can play the detective as you try to track down a murderer on board an airship. Lots of characters and a complicated plot.

IMPORTANT:
- **Your tip must be written in 50 words or less.**
- **It must be a tip on one of the 12 Ariolasoft games listed on this page.**
- **You can make more than one entry, provided each entry refers to a different game.**
- **Your entry must reach us by first post, Monday, 15th July.**

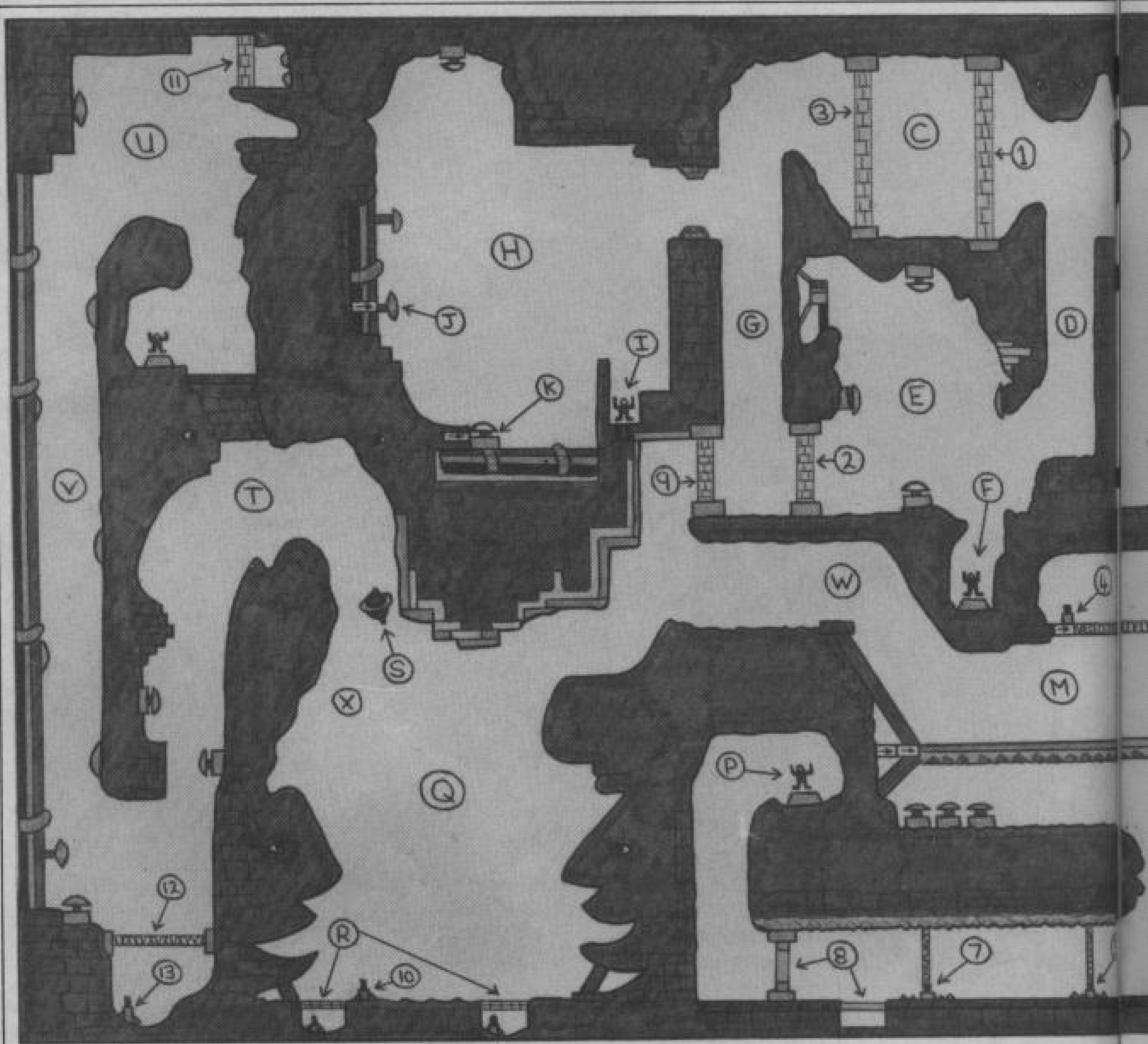
ZZAP! TIPS

Gary Penn sorts through your mountain of cheats, strategies and tactics.

The trickle of tips that had come in prior to the launch of the mag has now turned into a flood since its launch - and I'm real pleased. Keep them coming in. But please, no more on GHOSTBUSTERS, SPY V SPY and BRUCE LEE unless they're cosmically original. Oh, and no more PYJAMARAMA solutions either, please.

Now I've got that off of my chest, here are this month's tips. (Next month I'll be revealing which three super-tipsters have won our prize disk drives. Some of their tips may be among those in this month's section . . .!)

Rescuing the scientists in Airwolf



I've been deluged by AIRWOLF (from Elite Systems) tips and maps this month — many thanks to all of you, especially Garry Cuthbertson of Gosforth, Newcastle-Upon-Tyne. Garry's map and tips were quite simply the most impressive and detailed set that I received. Take it away Garry . . . .

At the start of each of your five missions, Airwolf is at the base in room A, at the top right of the map. Initially the door of this room is closed but it can be opened by simply shooting where the helpful arrow points. When through this door, in area B, there are three ways down.

Avoid the big red boulders which destroy Airwolf instantly, by positioning the helicopter above either the tube or wall in this area. Don't go down the middle passage as this is a dead end.

On each of the five rescues I always shoot wall 1, making a sufficient gap for Airwolf to fly through. This is because whenever you have rescued a scientist you have to return to base via room C which contains two 'shield diminishing Martian type creatures'. Therefore shooting wall 1 allows you a safe passage straight through this room, thus saving shields.

SCIENTIST ONE

The first scientist is in room E. To get there, leave your base, go through area B and shoot the wall as outlined above. Then, avoiding the red boulders, fly down passage D and into room E.

Lower the helicopter into area F where the scientist is, avoiding the bouncing bullet in the process.

To return to base, do not attempt returning up passage D as this leads to your destruction through a boulder. Instead, shoot wall 2 and fly up passage G following the deadly lift to the top. Once at the top, fly quickly to the right to assure minimum shield loss from the lift.

Now shoot wall 3 and fly through room C, area B and back to base using the previously mentioned methods.

SCIENTIST TWO

Fly to passage G by the same route as the first scientist (remembering to shoot wall 1) and follow the lift up with Airwolf facing left. This time fly left into room H. Even though you may be able to see the scientist, don't try rescuing him yet as you will bump into the sides of the walls and lose shields.

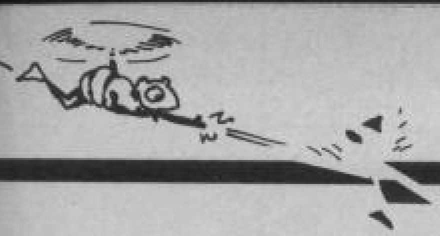
Instead, avoid the bouncing bullet in this room and shoot at arrow J. This floods the scientist bay causing him to float to the surface, where he is easier to rescue.

You may have noticed that the door to this room has now closed and you are locked in. Don't worry - if you now shoot arrow K, the bouncing bullet stops and the door opens. Now return to base through room C as before.

SCIENTIST THREE

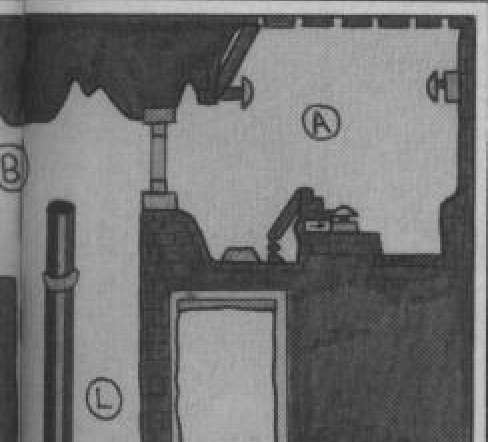
First of all shoot wall 1 when you are in area B. This time though, you take a different route by flying down passage L, avoiding the boulder, and fly around the corner at the bottom. Now shoot switch 4 on the right to remove the force field below you. Descend, and you will see a buggy passing below you along a double thickness track (Area M).

What you have to do here is position Airwolf in the forward position and shoot a hole through the track, big enough



for the Airwolf to fit through. Descend through this hole and place Airwolf at point N, facing left, and as close to the right as possible.

Drop down and shoot switch 5 but fly directly up again as the big brown boulder starts rolling and will destroy Airwolf. When the boulder is far enough away drop down again, turning Airwolf right, and shoot button 6 (Previously covered by the boulder). This will open up two doors at point 8.



Now fly left and shoot switch 7 eliminating the force field. Go up and collect the scientist from area P.

To return to base fly back to area M but instead of going up, fly left along passage W and up until you reach, and shoot through, wall 9. Airwolf can then return to base as before, following the lift etc.

SCIENTIST FOUR

Shoot wall 1 in area B as before and fly to room E. Shoot through walls 2 and 9, avoiding the lift, and fly down into room Q. You now have two choices:

Firstly, you can shoot through the walls and shoot the two switches at point R. This is very hard - if you manage to succeed however the satellite S falls down on your power switch 10. If it reaches the switch, Airwolf explodes. Therefore, you have to shoot it in mid-flight. You can now get to passage T.

The easier option is to position Airwolf in a forward position approximately at point X. You may now be able to fly up past the satellite. However, all the time you are in this room you have to watch out for the bullets shot by the two face-shaped rocks on either side.

When in passage T you have to fly around to area U, avoiding the 'pinball bumpers', which fire bullets along passage V, as best as possible. In area U you will notice falling rocks near the scientist bay, making it impossible for Airwolf to rescue the scientist. However, if you shoot through wall 11, and shoot the top button, the force field 12 will be eliminated. You can now fly back up again and rescue the scientist. Return to base by flying back to wall 9 and use the methods described earlier.

SCIENTIST FIVE

Shoot wall 1 in area B as before. Fly down passage L but this time quickly turn right into room Y. Once inside you are safe from the red boulder but now a flying saucer will quickly attack you. As soon as you shoot it though, it stops.

You then have time to shoot through walls 14 and 15. If you're not quick enough, the saucer comes to life and will have to be shot again to save shields. Now descend down passage Z, trying to avoid the bullets. Stop Airwolf's descent near the bottom as there is a shooting force field. Turn Airwolf left and by quick up-and-down movements and good timing, shoot a way through wall 16. Fly Airwolf through as the force field disappears and shoot wall 17, move up and shoot wall 18.

Keep shooting even after this wall has gone, as each extra hit knocks the steel bullet into the wall opposite. During this time, avoid the diamond shaped object which flies around by keeping it off the screen.

Now drop down again and fly through the hole you made in wall 17, fly up into area 19 and rescue the scientist. Return to base by flying back past the saucer in room Y, out of the room and down. Shoot switch 4, eliminating the force field, fly left along passage W and up. Now use the same method for returning to base as previously explained.

If you're wondering what the buttons in room 20 do, they are in fact no help to the mission whatsoever: one closes the door to room 20, the other closes the door to room Y.

Thank you, Garry. Right. Now you've absorbed that lot, let's see some massive high scores sent in to the Scorelord!

Breaking the Sorcery spell

Q P O N M L K J I H G F E D C B A

I've had some pleas from people who can't quite finish SORCERY from Virgin. Despair no longer for MICHAEL DAVIS of Wetherby, Yorks has sent me the complete solution. So here it is ....

A: THE WOODS. Go straight through the door at the left hand side.

B: THE WOODS. Go straight across and through the bottom left door.

C: THE WOODS. Pick up the club at the bottom left hand corner of the screen. Go through the door at the top left corner.

D: THE WASTELANDS. Directly in front of you as you enter will be a face on what looks like a piece of wood. Stand on top of it - the face will disappear and you can go down and through the door at the bottom left of the screen.

E: OUTSIDE THE CASTLE. Go up and across the screen, through the top left door.

F: THE CASTLE. Pick up the sword and go through the bottom left hand door.

G: OUTSIDE THE CASTLE. Swap the sword for the gold on the other side of the tree. Go back through the top left door.

H: ABOVE THE CLOUDS. Swap the gold for the key and return through the bottom right hand door to G. Swap the key for the sword and kill the monk at the bottom of the screen. Collect the key again and go through the left hand door.

I: BY THE RIVER. Go across the screen and land on top of the left hand door. Now here's the tricky bit - You have to get through the door without touching the water below, or you'll drown.

J: BY THE RIVER. Push the joystick straight up or you'll fall into the river. Go across the screen and land on the face on the log - the face should disappear. Now go down and through the door to the left.

K: IN A DUNGEON. Go through the bottom left hand door.

L: DARK DUNGEON. This room is in total darkness except for the flash of lightning. Go about three quarters of the way across the screen and you will go down and land on the cauldron. This will replenish your energy, and also give you a potion. Go back through the top right hand door into K. Then go up and through the top left hand door into M.

M: THE WILDS. Go through the bottom left door.

N: THE SWAMP. Push the joystick straight up as you enter (to avoid drowning) and go and collect the candle. Go through the bottom right door into M, using the same method as used in I. Go through the top right hand door into K again, and through the bottom left door into L again (It will now be visible as you have the candle). Exchange the candle for the key, avoiding the water, and go back out of the room into K. Go through the top left hand door into M, across, and through the bottom left door into N. Go straight up or you'll drown, and go across and through the top left door.

O: NEAR STONEHENGE. Go to the face on the log, drop down and collect the poison. Go up and through the top left door.

P: NEAR STONEHENGE. This screen can be difficult. Go down, avoiding the water, and swap the poison for the wand. Keep the fire button pressed to dispose of the ghost. Take the poison and go through the left hand door.

Q: AT STONEHENGE. Simply go and land on the middle table and you will have completed the game - *Wow* ....

...and how to cheat!

Graham Robertson from Kirkintilloch, Glasgow was among the many other readers who sent me tips and maps on *Airwolf*. But he also enclosed something rarely seen on 64 games today - POKES! Yes, some great pokes for cheating at *Airwolf* - and it doesn't mean blowing up your 64 by attempting to reset it!

First you must start loading the game by typing LOAD (RETURN) instead of pressing SHIFT/RUN-STOP.

Wait for the tape to stop and the 'READY' message to come up, after which you should type:

POKE1010,141:POKE1011,5:
POKE1012,128:POKE1013,76:
POKE1014,226:POKE1015,252

Check you have typed it correctly and press RETURN. Now type in RUN (RETURN). The tape recorder will now start moving again and *Airwolf* will start loading.

After some time (just before the coloured lines appear) the tape will stop and the 64 will reset itself as if it had just been switched on - don't worry, just stop the tape.

You can now type in any combination of the following three things:

One:
POKE13013,169:POKE13014,6:
POKE13015,141:POKE13016,143
:POKE13017,34:POKE13018,234
(Move the cursor up one line and press RETURN)

This will give you infinite shields to practise going through the whole course. But, you can still get killed by the boulders so press RESTORE to restart the game if this should happen.

Two:
POKE5026,252 (RETURN)

This enables you to fly straight through walls, letting you see the whole course.

Three:
POKE5019,221:POKE5020,248
(RETURN)

This stops you getting killed by any sprites (moving objects) enabling you to practise flying through the caverns.

After typing in any, or all, of the above you should type SYS4096 (RETURN) to start the game - don't worry about the fouled up title screen, as the game should be OK.

Brilliant stuff, Graham. Anyone else out there got any more like this?

Playing tactics for ALL 64 games . . .

Now onto a very serious set of tips from Michael Caldwell of Forest town, Nottinghamshire. Michael is nearly as deranged as us here at Zzap! so it was with some interest these tips went round the office . . .

When I received my 64 from selling my Beeb, I set out to find things in common with all games. IMPOSSIBLE, I hear you cry - well it's not.

Over the last two months I have been researching my theories and secrets and will now show them to the world! (Well, wouldn't you for a disk drive!). I may add that I have had 100% success and I would like to hear from anyone who fails with my tips. REMEMBER - these secrets are exclusive to Zzap!, so let's keep it between me, the gatepost and the two and half million other readers.

UNIVERSAL TIP 1. Find the round, black three pin plug and insert this into the socket marked POWER. Then, follow the black lead until you meet a heavy, square box. Go over this box and continue down the black line until an obstacle is reached.

Pick this obstacle up, taking care not to touch the three deadly pins, and look around until you spot three holes. Place the obstacle in these holes (only if it fits!).

From the obstacle, follow the route back which you have already taken. You must now activate the main power source by pushing the switch next to the plug into an upright position.

Now, providing the main energy source has no timer on it (mine hasn't), you should have provided the computer with endless energy (beware as this energy needs paying for at a later date).

I assume that most readers know how to switch their TV on, but if not consult expert advice. I have enclosed a simple map showing the above.

UNIVERSAL TIP 2. Take the game tape and place it in the machine to be found by following the lead from the six pin strip on the back of the computer (don't forget to re-insert the connector to the strip after you have found it or you will get lost on the way back). Now press 'play' on this machine.

UNIVERSAL TIP 3. Having done the above you must do this quickly: Find the keys SHIFT and RUN/STOP on the keyboard and quickly press both at the same time. If this is done correctly then your TV screen will blank. When this happens you are safe.

UNIVERSAL TIP 4. The hard part is now over and all that remains is to take control of the machine. There are two weak points which will give you control - both look the same.

Providing you have the control stick you can dock at either 'port one' or 'port two'. Beware, the computer sometimes swaps from port to port on different games - this is to stop you getting control for a moment and can often result in death.

Once you have control you are totally safe unless you you press any buttons. If you do, you do so at your own risk as I have not researched much further past this point.

Yeah, nice tips Mike, although you forgot to say how you get the cassettes out of the little boxes they come in. Unfortunately this isn't a disc *drivel* competition so you don't win any prizes for your observations. Well, maybe something from the lucky dip . . . .

Regarding Broadstreet

Christopher Juckes of Leicester describes Mind Games' *Give my regards to Broadstreet* as easy and he says he can do it every time. In the words of Chris himself, 'Here are some tips for confused people about the game':

1. Always go to Kilburn first to catch Harry and Ringo in Maida Vale.
2. George always starts off at Heathrow and arrives an hour later at Holland Park.
3. Linda will always tend to go to Bond Street first and return to Holland Park later.
4. Steve will usually leave his house about lunchtime and go to Covent Garden.
5. Barbara usually goes to Sloane Square after leaving her home and then returns to West Kensington.
6. Sandra goes to Victoria a lot and will always return to the Elephant by 7:30 pm. After this she stays in all night.

I won't tell you how to do the final screen, you can solve it yourselves. (*Gee thanks, Chris!*)

Skywalking in Star Wars

Over to Zzap's JR for tips on the Parker Brothers conversion of the arcade classic.



● On the first screen play safe. On STAR WARS there are a maximum of five ships or laser blasts on screen. Let four tie fighters come on screen and they will only shoot one laser blast. Pick this off each time and your shield will be in no danger of depletion. Therefore DON'T shoot the craft. If in some circumstances only one or two ships appear on screen, shoot them as quickly as possible and then four will appear.

● On the run across the Death Star try to shoot all the tower tops. This will give you a nice 50,000 point bonus. Be careful not to run into any towers or stray laser blasts — there isn't too much difficulty in avoiding them but it's easy to get careless.

● The trench run is the most tricky part of the game and it's easy to lose all your shields. For a start don't bother to fire: not firing at anything apart from the exhaust port will give you a 'force' bonus.

● Concentrate on dodging all the trench shields, and don't oversteer. Skim over and under the shields cutting it as fine as possible.

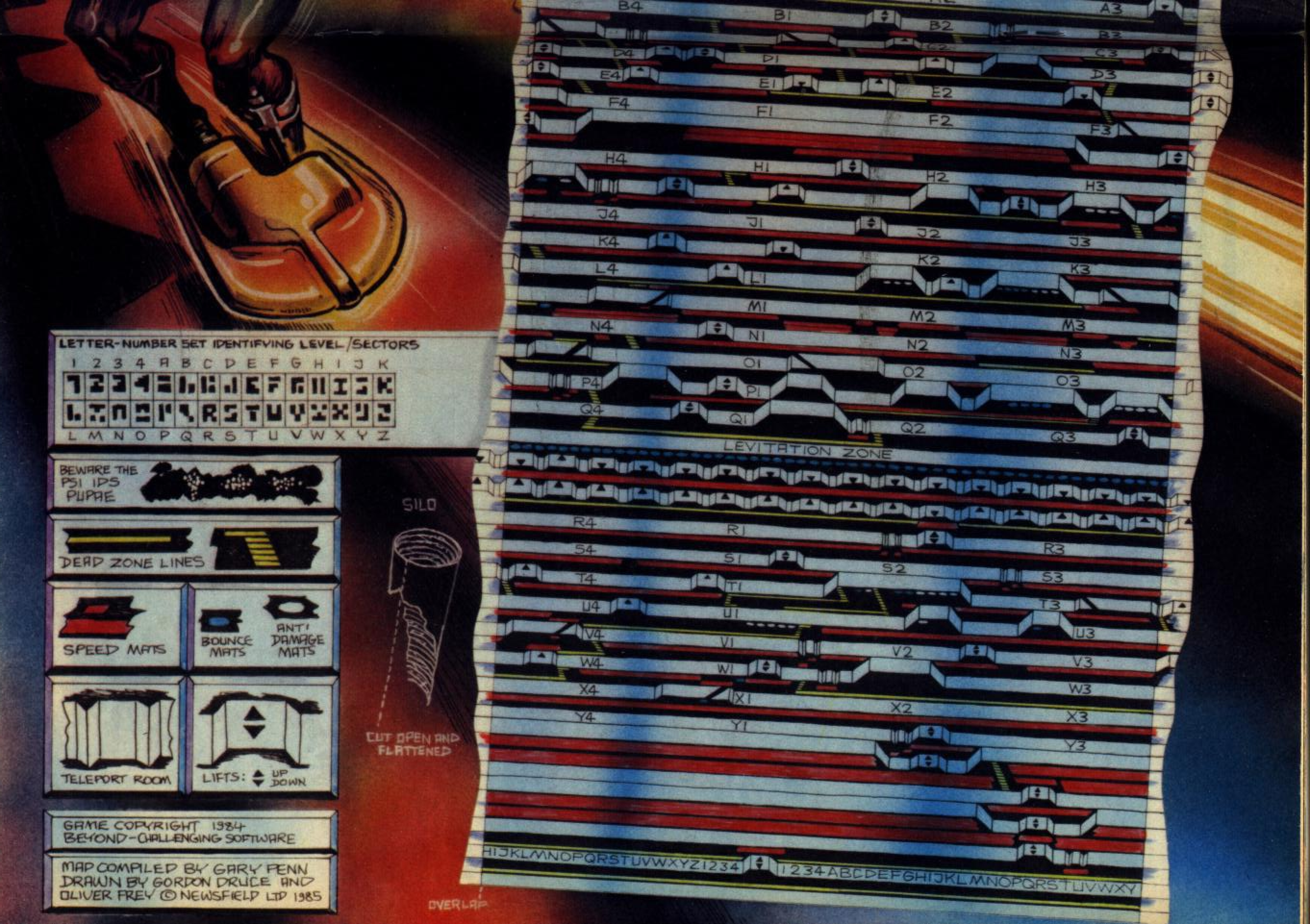
● Dodging the laser blasts isn't too tricky, just move to the left or right at the bottom of the trench or up and down if the trench shields allow you.

● When you see the exhaust port put your firing cursor in the middle of the trench and fire madly. You should be able to hit it with ease.





PSI
WARRIOR
THE MAP
Dare you face the Home silo?
OVERLAP
4B 2B 3B
4 2 3
4 2 3
4 1 2 3
4 2 3
4C 1C 2C 3C
2D
1E 2E 3E
4F 2F
4G
4H 1H 2H 3H
4I 1I 3I
4J 1J 2J 3J
1K 2K
4L 3K
1L 2L 3L
4N 1N 2N 3N
2O
4P 2P
4Q 2Q 3Q
1R 3R
4S 2S 3S
4T 1T 2T
4U 1U
4V 2V 3V
1W 3W
1X 2X 3X
1Y 2Y
1Z 3Z
A1 A2 A3
B4 B3



LETTER-NUMBER SET IDENTIFYING LEVEL/SECTORS
1 2 3 4 A B C D E F G H I J K
L M N O P Q R S T U V W X Y Z
BEWARE THE PSI IPS PUPAE
DEAD ZONE LINES
SPEED MATS
BOUNCE MATS
ANTI DAMAGE MATS
TELEPORT ROOM
LIFTS: UP DOWN
GAME COPYRIGHT 1984
BEYOND-CHALLENGING SOFTWARE
MAP COMPILED BY GARY PENN
DRAWN BY GORDON DRUCE AND
OLIVER FREY © NEWSFIELD LTD 1985
SILO
CUT OPEN AND FLATTENED
OVERLAP
LEVITATION ZONE
HIJKLMNOPQRSTUVWXYZ1234
1234ABCDEFGHIJKLMNOPQRSTUVWXY
B4 B1 B2 A3 B3
D4 D1 C3
E4 E1 E2 D3
F4 F1 F2 F3
H4 H1 H2 H3
J4 J1 J2 J3
K4 K2 K3
L4 L1
M1 M2 M3
N4 N1 N2 N3
O1 O2 O3
P4 P1
Q4 Q1 Q2 Q3
R4 R1 R3
S4 S1 S2 S3
T4 T1 T3
U4 U1 U3
V4 V1 V2 V3
W4 W1 W3
X4 X1 X2 X3
Y4 Y1 Y3

How to be a great Psi Warrior

Having spent most of one weekend preparing the Psi Warrior map printed in this issue, I thought I might as well pass on my tips on a game which appears to have put off a lot of people by its somewhat complex scenario. Actually it's a lot less complex than it first appears, and well worth getting to know.



First, a description of some of the features of the silo:

SPEED MATS: Enable you to attain high speeds for getaways and jumps. Appear as striped blue in the game.

ANTI DAMAGE MATS: You can fall onto these without damaging your hover plane. Appear as striped green in the game.

BOUNCE MATS: When landed on will bounce you off at the same speed and opposite angle that you hit them at. Appear as solid blue in the game.

DEAD ZONE LINES: Pairs of 'tram lines' that can only be crossed in one direction - INTO the screen. Scattered at various nasty positions about the silo they prove a real problem if you get caught inside a 'loop' of them, so don't.

LIFTS: To use a lift safely, move over/into it, stop, and push in the direction of the lifts arrow(s). It is possible to hover above them so long as you don't push down.

LEVEL MARKERS: These appear on the walls on each level of the silo and indicate your position. Although they may only look like an unintelligible mess they are in fact letters and numbers and can be figured out from the 'alphabet' on the final level.

THE SOURCE: Will always appear from the left hand side of the screen as soon as you reach the final level it frequents. It must be netted three times with great speed before your controls become disorientated by it. Your values of Psi and Id determine the length of time between bouts of disorientation, so make sure you're WELL stocked before you decide to encounter the creature.

PUPAE: A form of semi-human energy that hasn't been broken down into its component Psi and Id. They wander aimlessly around the silo until encountered by your warrior where they will follow him around. DO NOT shoot a Pupae as all hell will break loose and you will be beseiged by Psi and Id. Any wandering Pupae found should be coaxed into a transportation chamber and sent back to the surface.

Psi and Id Energy

The Id is the raw energy used for performing various physical/mental skills. Without the Psi energy to control and harness this raw power, Id energy loses its worth and an imbalance in power is created. The continual build up of this imbalance is known as the STABILITY COEFFICIENT, or SC. If this value should reach zero then the Psi Warrior will die and the game is over and must be restarted.

Capturing the Psi and Id is a fairly simple task providing you follow a few simple rules:

- Don't zip around too fast as you'll probably end up running into the Psi or Id and losing what energy you should be gaining.
- Keep the volume reasonably high and your ears open for sounds of approaching Psi/Id. As soon as you hear something coming, stop, and travel at a slow speed, waiting for the Psi/Id to appear.
- Make sure you're in line with the Psi/Id before you shoot it — fire a few 'line up shots' to judge when you should fire.
- When the Psi/Id has been caught in your Psi net you can then absorb its energy. The best way of doing this is to firstly move in 'front' of it, stop, and press the fire button to jump 'into' the energy source a couple of times to absorb the energy. This proves to be an easier and faster method than simply moving in and out of the Psi/Id.
- To collect large amounts of a specific energy type, hang around the levels at which the energy types are most abundant. There are several areas of large open space where there are heavy concentrations of either Psi or Id, and because of the room to manoeuvre you can get lots of Psi/Id quickly and easily.
- Psi energy can be used to develop the hidden powers of the mind. With a sufficient quantity of Id energy to 'tap' four skills are possible:

1.TELEPORTATION: This can only take place between the teleportation chambers around the silo. Before you can teleport you need to log the coordinates of the chamber you wish to teleport to.

When the need to teleport arises you simply press the teleport key and you will transport yourself to the last 'logged' chamber. The act of teleportation will deplete your Id by 20.

I usually use this feature when in dire trouble, lacking in energy or nets, or high in damage as the rate of repair is five times faster in the chamber, and nets are replenished.

Remember, each time you enter a teleportation chamber always log the coordinates and save the game position.

2.REMOTE VIEWING: When in a teleport chamber pressing the relevant key will allow you to leave the Psi Warrior's body and look around the whole silo with the joystick/keys. This is a great help in deciding which route to take, but now you've got the map you won't need to use this so often.

Although you don't need much Psi/Id energy to view, your Id energy is depleting constantly, so keep tabs on your Psi/Id.

3.LEVITATION: It requires a great deal of energy to perform the act of levitation - 256 Psi and 256 Id *minimum*. Pressing the corresponding key will allow you to move over obstacles or gaps otherwise impossible to negotiate.

The need to levitate will come when you reach the 'Levitation Zone'. This area (marked on the map) consists of a strip of bounce mats around a level of the silo. Because of the nature of these mats, merely dropping down on them isn't good enough as you bounce straight back to where you started. Instead of falling down you need to levitate, so make sure you've enough energy when you reach here. It's important to position yourself carefully before levitating as so much energy is used performing this act.

4.INVISIBILITY: Pressing the necessary key will turn you invisible (providing you have at least 20 Id) and confuse the Psi. They will no longer pursue you until you fire a Psi-net, but staying invisible for too long eats up your Id.

Not one of the most useful functions and not one I recommend to bother using often.

Staying in control on Mama

Phillip Merchant of Redland, Bristol, who last month ticked us off for our lukewarm review of Minter's MAMA LLAMA, offers some detailed playing tips on the game.

To get used to the awkward control of the Killdroid, play a few games on the lowest inertia setting. Even after this you may *feel* as if you haven't got any control over the droid, but at least it'll look like it.

Now you're feeling a bit more confident, it's time to play some of the screens. Here are some tips on 16 of the 100, and I hope to get sent many more:

ATOMIC WAR. A tough screen this. You have to Killdroid nasties dropping from above, while you are still in the air after a jump, to make the zap number go down.

GREMLINS. Killdroid the flying saucer while it's above the Gremlin and it will start reproducing rapidly. Pick off the flashing Gremlins with the Killdroid to reduce the zap number.

GRAB THAT YAK! Walk slowly left for about 20 seconds and then as fast as you can for a further two seconds. Turn around and walk right as fast as you can for about ten seconds. If you see a yak, touch it with one of your llamas and the zap number goes down. Repeat until zap reads zero. Do not touch a yak with your Killdroid.

A TRICK OF ITS FUNNY LITTLE TAIL. Killdroid the wellies while approaching the llama from behind. Do not Killdroid the llama.

RORY SAY BEWARE. Killdroid the yin-yangs while they flash, then Killdroid the Rory's.

RORY IS HERE SOMEWHERE. Killdroid the ghosts - if you can find them!

THE RORYGENESIS DEVICE. Jump up and head butt the Rory Genesis device (the flashing heart) with a llama, then blast the little Rorys it produces. Do not Killdroid the RoryGenesis device.

CIPPY AND RORY. Follow Cippy and blast those Rorys!

RORY ON TV. Stand your Mama Llama behind the TV and watch Rory attack the TV, reducing the zap number.

GRENADES! Killdroid the little clusters before they detonate.

LLAMA ENIGMA. Killdroid the little yellow llamas.

GOATEE. Killdroid the goats.

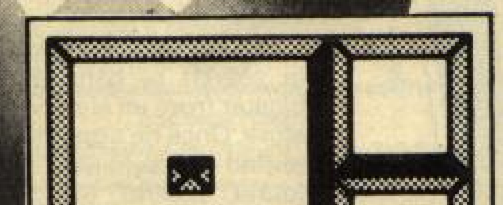
THE BEAST AND THE BROADSWORD. Killdroid the beasts under

BEASTIES. Killdroid the flashing beasties.



SPECIAL OFFER

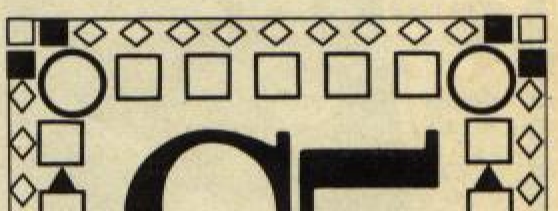
Psi Warrior at half price!



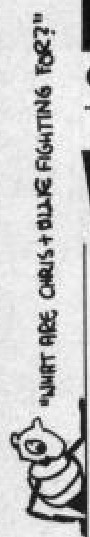
Beyond Software are pretty pleased that at last someone's got round to publishing a *Psi Warrior* map. So to mark the occasion they've agreed to let us offer copies of this remarkable game at a whacking £5 discount!

Do your eyes deceive you? They do not! The £5 voucher printed on this page will allow you to buy a copy of *Psi Warrior* for just £4.95, instead of the usual price of £9.95! That's got to be good value by anyone's reckoning.

This is what you do: Cut out the voucher, and post it to us together with your name and address, and a cheque or postal order for £4.95 made payable to NEWSFIELD Ltd. We will then rush you the cassette version of the program. The address to send off to is: **Psi Warrior offer, Zzap Mail Order, 1-2 King Street, Ludlow, Shrops, SY8 1AQ.**







KNOCKOUT

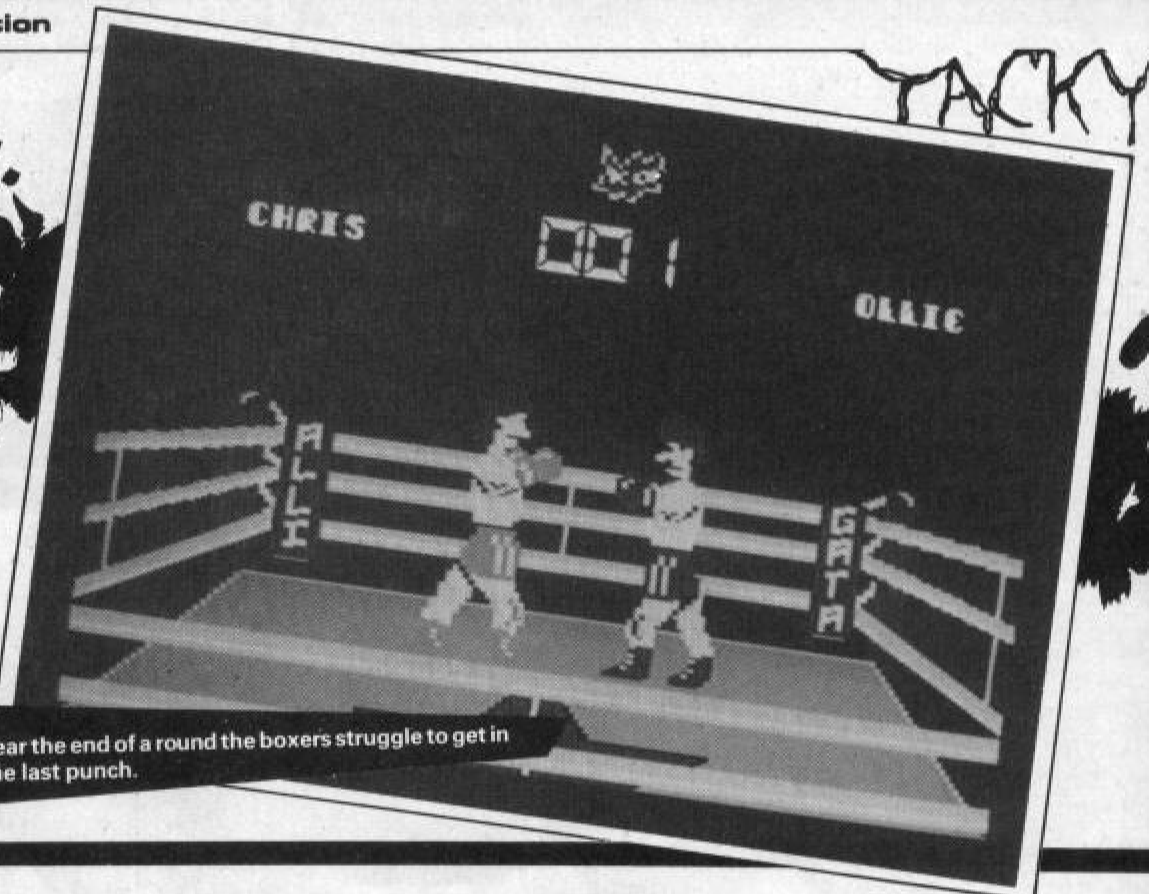
Alligata, £6.95cass, joystick only.

● **Boxing game with very limited action**

Would this be like one of my all-time favourite arcade games, *Punch-Out*?! Er, no. This is a very, very simple boxing game.

It puts you in the ring to face either a friend or computer opponent. You view the ring at rope level with the boxers being shown in profile. At the start of each of the four one-minute rounds the boxers are placed in their respective corners. When the bell sounds they move out and you take control of one of them. You can move your man forwards and backwards only, making this effectively a 2D game.

You hit your opponent by pressing the fire button and moving the joystick either left or right for left or right hook. If you want to put your guard up then press fire button and push up.

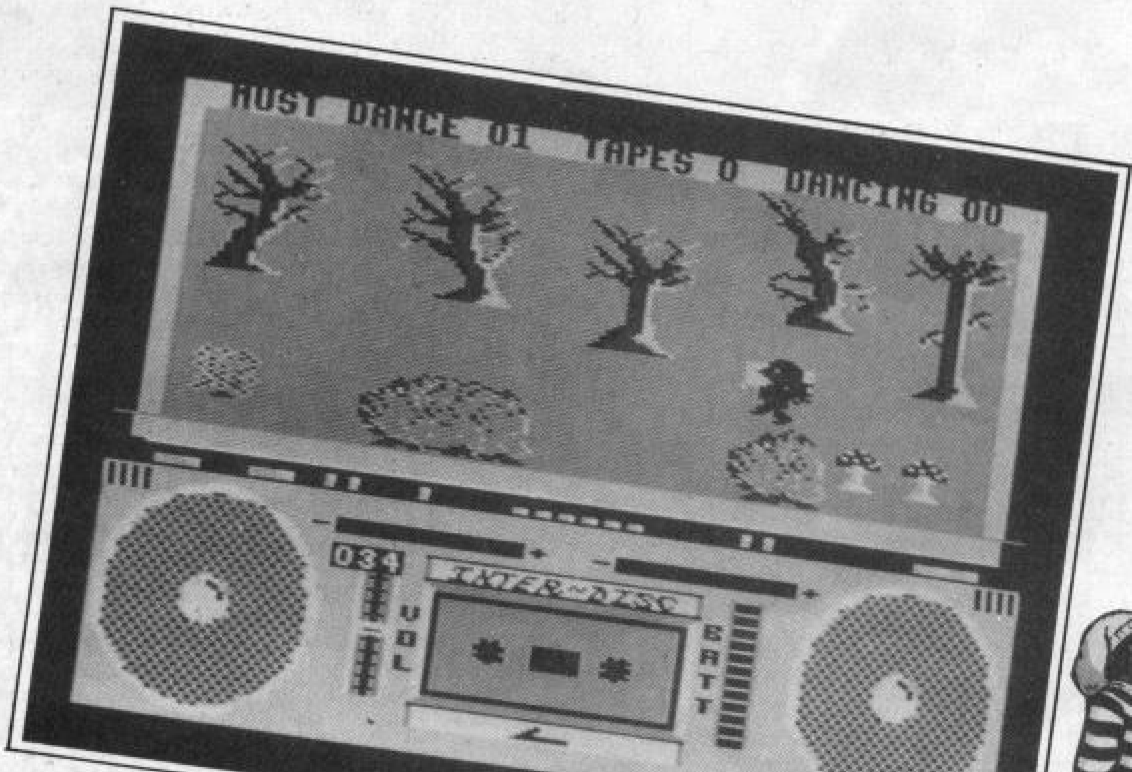


Near the end of a round the boxers struggle to get in one last punch.

GHETTOBLASTER

Virgin, £8.95 cass, joystick only

● **Strut your funky joystick**



Taking a walk in the park - but where are those dancing people?

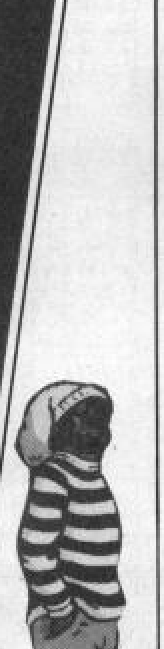
The title of the game gives away what it's all about — really funky music in a streetwise, hip-hop town.

Funky Town is where it all happens and this is represented on screen as 3D streets with buildings in the background, a pavement and roadway. On these swinging sidewalks appears Rockin' Rodney and his ghettoblaster. Rodney has to collect ten demo tapes from the dancing parties in the town and deliver them to the offices of Interdisc so that a record can be made.

Our soul brother first has to go in search of batteries for his blaster from an electrical supply store. Once he's got them he has to find a tape to play. Tapes are found behind the doors of houses which are visibly pulsating with the beat.

Once you've got a tape in your blaster you can turn it on and one of ten funky tunes will boogie its way out of the 64. The next part is to blast other people with the music to get them dancing (you just have to fire at them).

When enough people are dancing you can deliver the tape to Interdisc and set off in search of another one. The ten tapes all have to be collected before your on-screen tape counter reaches 999 otherwise the vinyl won't hit



64

There are no other actions possible: no body blows, no ducking.

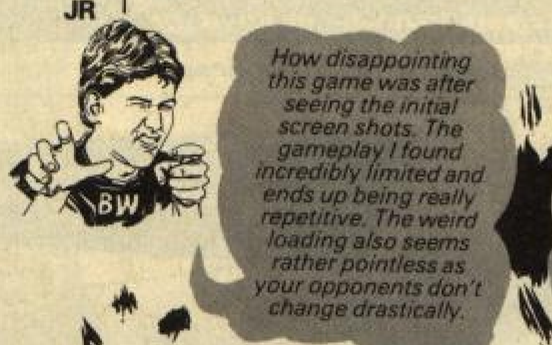
As you hit your opponent you will see a bar increasing above his corner. When this grows to its full extent and reaches the KO mark your next hit will knock him out and win you the game. But the rate at which the bar grows depends on his stamina which alters from game to game.

The idea of the game is to win the World Heavyweight title. First you have to win the European Heavyweight title by beating the computer opponent three times — each time you challenge him he gets harder to beat. Having done this, you are given a password and you have to load the other side of the cassette.

To win the world title you go through exactly the same rigmarole as the European title fights, but if at the end of the third round, if you have a knockout win you're given the title of Heavyweight Champion of the World.

This game is graphically very impressive but sound, like the gameplay, is highly disappointing: only a good bell sound and a whop as a boxer is hit.

JR







Rating	Score	Comment
PRESENTATION	73%	Well done title screen and instructions.
ORIGINALITY	64%	New sport simulation but little new gameplay.
GRAPHICS	66%	The boxers are large and quite well animated.
HOOKABILITY	46%	It's too repetitive and easy to get you going.
SOUND	27%	The sound of a punch and the bell but nothing else.
LASTABILITY	24%	Not enough game content to make you come back for long.
VALUE FOR MONEY	31%	More variety and game flexibility are needed.

TASKMASTER

Creative Sparks, £2.50 cass, joystick or keys

● **Seven-screen blast with surprisingly good graphics**

The zombies are closing in but a few well placed blasts should get you to the dawn.



This is one of the two first budget releases from Creative Sparks that go by the very fitting name of Sparklers. It's a simple *shmup* spread over seven different scenes.

Despite the cliché scenario (you have fallen in love with a beautiful princess and in order to win her hand in marriage you must complete seven tasks set by her father, the King) the game is in fact a cross between *High Noon* and *Robotron*.

Before you attempt a task you're told what you must do in some very classy and authentic antique script. You start the tasks in the centre of the screen and can shoot or move in one of eight directions. Each screen consists of an appropriate graphical backdrop, depending on the task, and plenty of shooting.

These backdrops are graphically very good, as are the large, but fairly detailed and well animated sprites. The sound isn't so hot though, consisting of little more than a few 'byoos' when you fire.

On some screens you not only shoot anything that moves, but you have to pick things up as well. On others it's a simple case of blasting to survive and on a couple the nasties actually fire back!

You have a bonus at the start of a task which is 'hit' related - 10 points are deducted from the bonus whenever you miss something with a shot, so you have to be accurate. If any bonus exists at the end of a task then it will be added to your score.

GP

GHETTOBLASTER





There are some superb, original touches to this game that give it high immediate appeal. Both sound and graphics are great and enforce this hook, but due to the lack of a true scoring system I can't see myself boppin' back to it that often.



Yeah, man! Rodney returns but this time he's rockin'. I found collecting the tapes to be great fun and sending all those crusty men dancing to those brilliant tunes was one big giggle. The only trouble is that it gets rather boring to play after a while.

the streets on time.

Rodney can cross the street to get to the houses on both sides of the road or use junctions to change streets. He can also wander around the two parks full of trees, bushes and magic mushrooms.

The longer he takes to deliver a tape the more people he has to make dance before he can deliver the next one. This is made even tougher by some of the inhabitants of the town who

Streetwise guide to Funky town folk

TONE DEAF WALKERS wear black and white stripes and travel at the same speed as you. If bumped into they vandalise your blaster.
BANDITS OF THE BEAT have spikey hair and big lips and travel as fast as you. They'll steal your tape if they catch you.
THE PSYCHO KILLER has an enormous spikey hair-do and travels slower than you. If he gets to you, you've had it.
GANGSTERS OF THE GROOVE move much slower than you but blend in with the other inhabitants of the town. They'll also steal your tape if they get close.
JUMPING JACK FLASH wears black and white stripes and flashes. If you can collide with him he transports you to a tape or Interdisc, depending on which you need.
BUSTY BLOND appears once you've delivered several tapes and also ends your game if bumped into with the line 'she loved to love you baby'(!)



ZZAP! TEST



Most of the screens are quite simple and enjoyable to play, although the two where things fire back are rather tricky and I found the final screen well nigh impossible. This playability, combined with some nifty graphics and a low price, means Taskmaster is one cheapo game that I wouldn't feel ashamed to be caught buying.







Comment on Taskmaster. JR 3

This cheapo game gives plenty of fun for your money. Blast your way through the various screens of evil baddies to win the Princess's hand in marriage. The graphics and animation are pretty good, but the sound is grotty. Plenty of challenge to keep you killing the meanies at a really low price.

I can think of less infuriating games than this but not many of better value. I enjoyed the seven screens and good animation, providing hectic shmup action. I thought movement was a little slow which can be annoying when you're trying to deal with a bunch of killer monks or ruthless barbarians. Good value though and great to see another company entering the cheapo market.



The seven tasks

1. Survive a night alone in the valley of the zombies. The sun sets behind the castle in the hills and hordes of mortified looking zombies mill out from the sides of the screen. Shoot as many as possible and stay alive before the sun rises.

2. Slay the Wizard of Dabbit Wood. A fairly effeminate wizard materialises at a random point on screen, fires at you and then dematerialises, leaving you little time to destroy him.

3. The four sacred statues from Vampire Mountain are randomly placed on screen in front of a bats cave. Quickly collect them, avoiding or shooting the bats that attempt to stop you.

4. Wipe out the devil worshippers of the Temple of Demons. Evil monks come out from the edges of the screen onto an impressive Stonehenge style backdrop, firing in all directions in an attempt to kill you. Shoot a certain number of monks to move on to the next level.

5. Destroy the ancient spirit stone of the Runes of Tygorth. It appears on screen as a small object guarded by large numbers of spirits.

6. Steal the five ritual skulls from the village of the Northern Barbarians. Walk around the screen and try to locate the right five out of the many placed randomly about. Avoid or shoot the vicious Barbarians before they shoot you.

7. Your final task is to get to the wedding ceremony at the Castle of the Birdmen. The entrance into the castle is blocked by aggressive birds that kill on contact. Shoot and avoid the birds and sneak into the castle doorway to take the Princess's hand in marriage — ah!.

Rating	Score	Comment
PRESENTATION	71%	Terrific character set and silly romantic scenario.
ORIGINALITY	48%	Cross between Robotron and High Noon.
GRAPHICS	74%	Good sprites, well animated and some nice backgrounds.
HOOKABILITY	73%	Plenty of frantic action to get you engrossed.
SOUND	23%	Byoo, byoo, byoo, byoo, byoo, byoo.
LASTABILITY	70%	Levels four, six and seven are diabolically difficult.
VALUE FOR MONEY	77%	Excellent cheap game with enough difficulty to keep you busy.

may damage the blaster or wreck it completely. Damage can be repaired at a repair shop but a total wreck means game over.

A map of Funky Town is included in the instructions and all the streets have song title names like Electric Avenue, Baker Street and Strawberry Fields.

The display is split into your view of the street and a ghetto-blaster complete with tape counter, volume and battery strength. A status line between the two (the blaster's handle) gives updates on the game with song titles, cute comments and the occasional helpful bit of information.

The tunes in the game are excellent and mostly very different. They only play when you have a tape and batteries. Not only that but there is a completely different title tune as well.

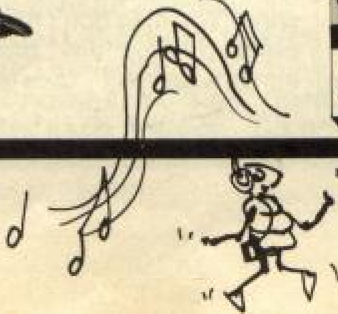
All the characters are done in detail from groover Rodney to the aging fuzzy breakers who roam the streets. If you hit one of the ordinary people with your music they start boogieing around the street in sheer delight.

BW

I found the music great and the whole game idea really refreshing, there's even some great playability thrown in. It reminded me of Broadstreet *in many respects but has much more for you to do. It suffers slightly from only having the number of tapes collected as a scoring system but still provides excellent entertainment.*

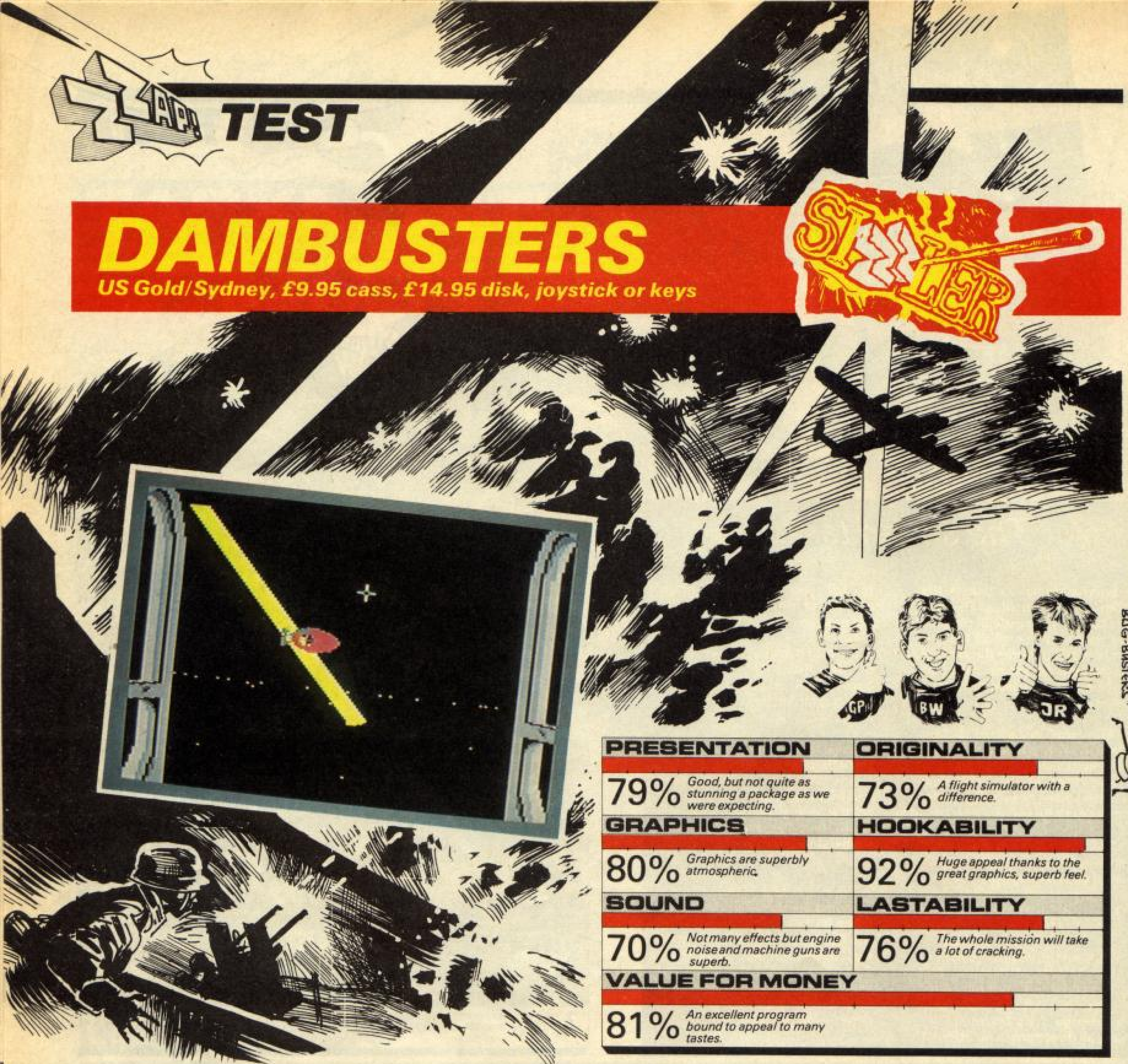


Rating	Score	Comment
PRESENTATION	76%	Groovy instructions with a handy little map.
ORIGINALITY	79%	Great characters with interesting new gameplay touches.
GRAPHICS	73%	Good sprites for all the characters and atmospheric settings.
HOOKABILITY	83%	You'll really turn on to the music and streets.
SOUND	84%	12 excellent tunes with great titles and variation.
LASTABILITY	64%	May become repetitive and lacks a real scoring system.
VALUE FOR MONEY	69%	Tremendous instant appeal but constantly collecting tapes may pall.



DAMBUSTERS

US Gold/Sydney, £9.95 cass, £14.95 disk, joystick or keys



PRESENTATION		ORIGINALITY	
79%	Good, but not quite as stunning a package as we were expecting.	73%	A flight simulator with a difference.
GRAPHICS		HOOKABILITY	
80%	Graphics are superbly atmospheric.	92%	Huge appeal thanks to the great graphics, superb feel.
SOUND		LASTABILITY	
70%	Not many effects but engine noise and machine guns are superb.	76%	The whole mission will take a lot of cracking.
VALUE FOR MONEY			
81%	An excellent program bound to appeal to many tastes.		

You may remember that we already printed a review of this game last month. You may also remember a statement in that issue, rushed in at the last minute (p69), saying that our copy had turned out to have bugs in it (thereby rendering a couple parts of the review, including the ratings, a little inaccurate).

That's why we're now printing this addition to that review, and a revised ratings box. However the discovery of the bugs was interesting in itself. This is what happened.

We (and Commodore User) were given pre-production copies of the game by US Gold. When we first saw it, like everyone else, we were stunned. Great graphics, superb authentic atmosphere, etc. But after extensive play, certain frustrations set in: you seemed to die at random after being hit by a single piece of flak, and when you died, there was nothing to indicate why, nor how well you'd done. You just had to start again.

We passed on these criticisms to US Gold. They contacted the programmers in Canada who then telephoned us in some dismay for further explanation.

It was only as a result of that phone conversation that it was established that our copy (along with the other copies in Britain) was seriously defective. Unfortunately at that stage we only had time to rush in our stop press statement. But now we've had plenty of time to assess the fully working, final version of the game which was rushed over from Canada.

Basically, two major niggles have been cleared up — you no longer die from single flak hits and the game doesn't just lock up on dying. The flak now only causes gradual damage so that you may eventually lose an engine or two, thus affecting the plane's performance.

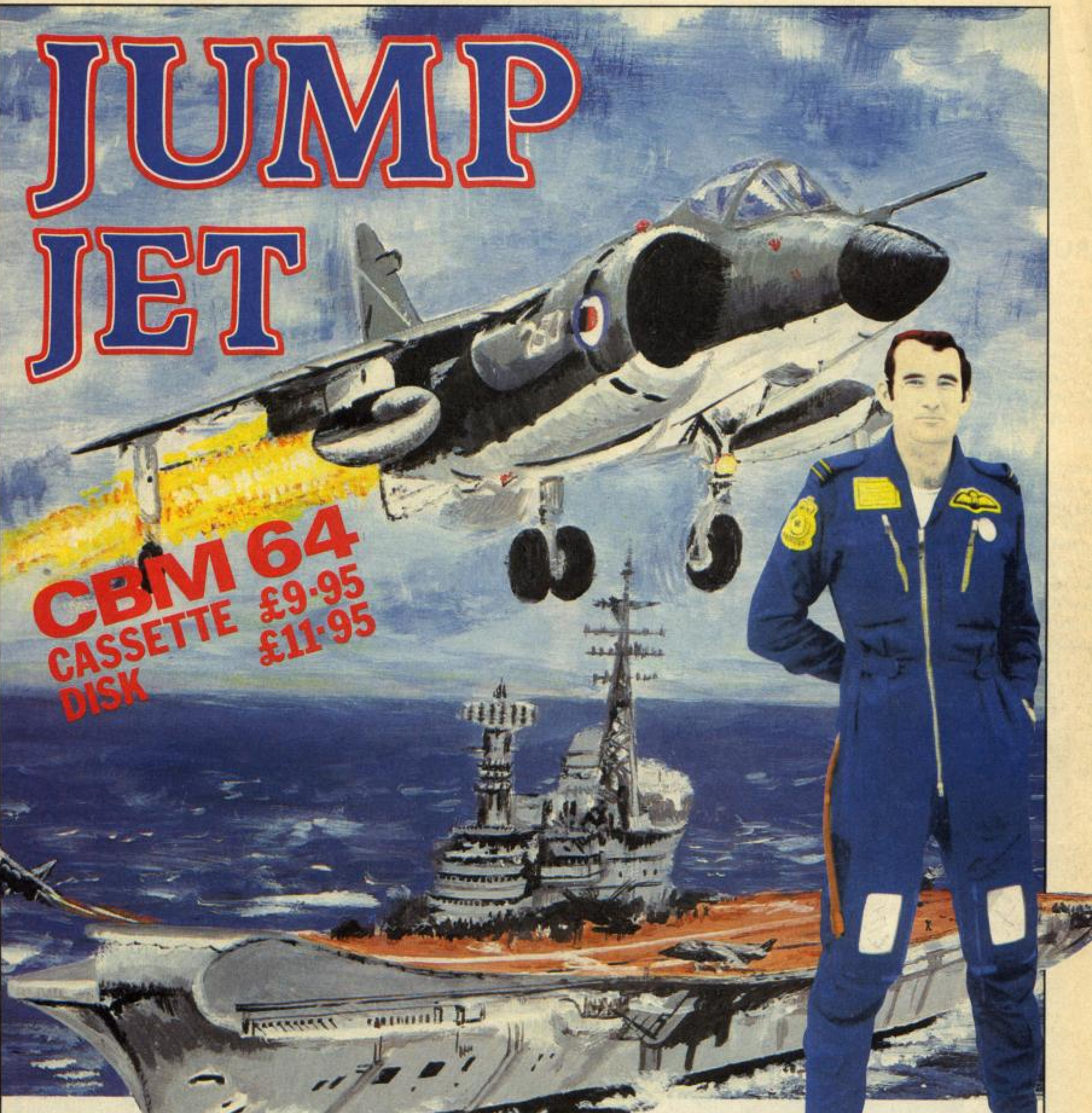
And now when you die you are given a screen showing your status when you died with numbers of flak hits, planes shot and encountered, searchlights shot and flown through and barrage balloons shot or avoided. You are also told exactly WHY you died.

Another thing that wasn't evident in the earlier copy is that your front and tail gunners can be put out of action by the night fighters. A hail of bullets shatters their screens and you are left with the noise of the whistling wind. You also don't have an infinite runway any more and almost perfect take-offs are required.

So basically, the game is now significantly more interesting and enjoyable to play: we have been able to reach the dam from Scampton airfield, slipping up only on the final bomb run due to having a damaged aircraft.

A couple of minor annoyances remain: there's still no score or rating given at any stage. And on the cassette version, when you drop the bomb you don't see it skipping across the water or exploding, but only a cross marked on the dam showing where the bomb would have hit.

Despite this, we reckon the game's worth a few extra percentage points, and thereby clears the 80% barrier value for money, turning it into a worthy sizzler. Sorry for the confusion, but one good result is that the bugs we experienced were stamped out before the game's British release.



Written by
Vaughan Dow
Jump Jet Pilot



Every pilot has the dream of flying one of these unique and complex fighting machines. Here is your chance to do what few pilots have the privilege to try.
Depending on your skill, confidence and courage, you have the choice of remaining near the landing pad, learning to hover and land, or venturing higher to practise your approaches.
When you think you have mastered these, then accelerate the Jump Jet into an attack fighter. Use the radar and range finder to seek and destroy the enemy, by launching heat-seeking air-to-air missiles. Beware! His radar and missile systems are as good as yours. Reckless pursuit is ill-advised: you must maintain a fuel level that will enable you to relocate and return to the aircraft carrier, executing the skills you have learned to achieve a successful landing.
You are now ready to proceed to the next skill level to face additional hazards, such as unpredictable swell and treacherous cross-winds.
Be warned, this program is not a toy or game. You will need to co-ordinate your hands, eyes and mind to successfully complete each mission. Do not hope to achieve in a short time that which took the author three years to learn as a Jump Jet pilot, and over a year to record on this computer program.



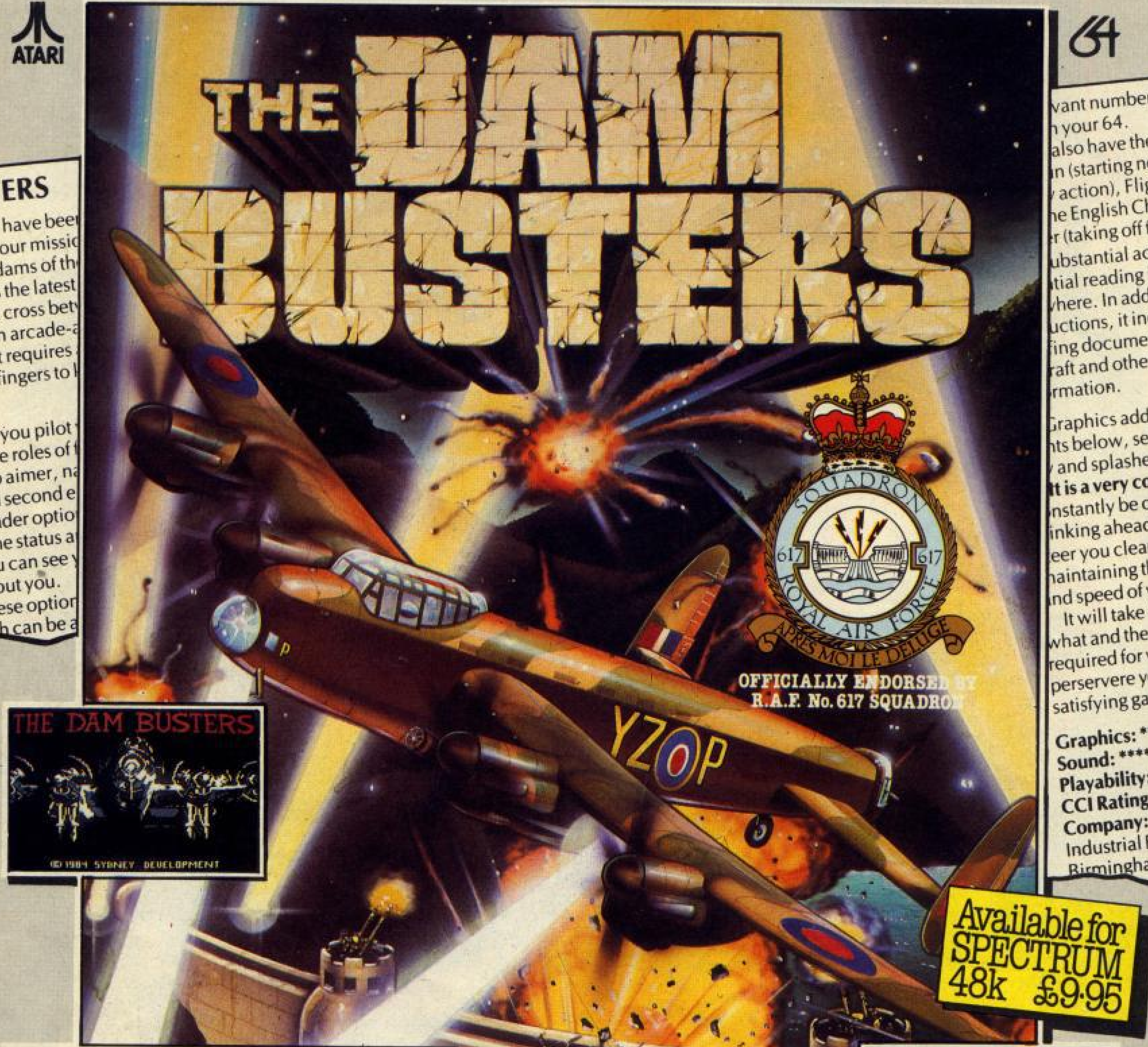
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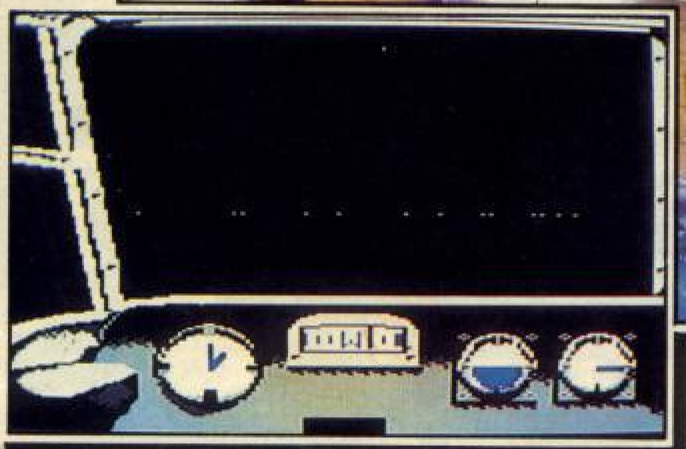
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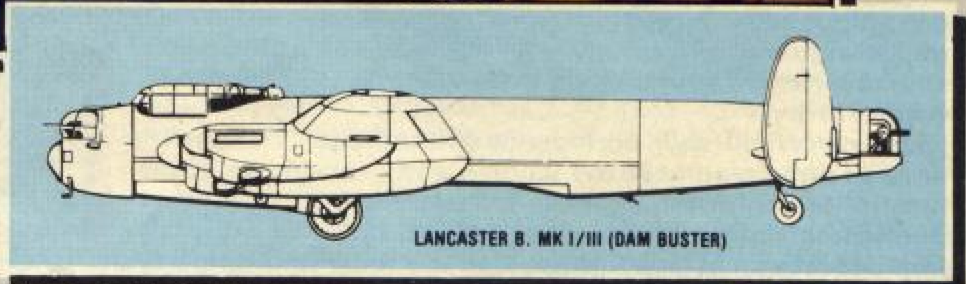
ATARI

64





Available for SPECTRUM 48k £9·95



It's 21.15 hours on the evening of May 16th, 1943. A flight of specially prepared Lancaster bombers is leaving R.A.F. Scampton for Germany.

After months of planning No. 617 Squadron are at last embarking on an operation destined to change the course of World War II.

Your objective is to destroy the Mohne, Eder and Sorpe dams, thus crippling Germany's industrial heartland.

This detailed and authentic simulation allows you to play the part of **PILOT, NAVIGATOR, FRONT GUNNER, REAR GUNNER, BOMB AIMER** and **FLIGHT ENGINEER.**

You fly at low altitude over Europe, on the lookout for deadly ME110 night fighters, dodging barrage balloons, searchlights and flak. At the target you'll need all your nerve and skill to control the aircraft and release your deadly payload whilst under enemy attack.

Game features include: **SUPERB GRAPHICS & SOUND · REALISTIC JOYSTICK CONTROL · PILOT'S SCREEN & INDICATORS · MULTIPLE SCREEN NAVIGATOR'S MAPS · FRONT & REAR GUNNER'S SCREEN · BOMB SIGHT SCREEN · ENGINEER'S INDICATORS.**

Game Package includes: Comprehensive flight instructions, maps and confidential documents including authentic material by Barnes Wallis and Wing Commander Guy Gibson.

Designed and Developed by Sydney Development Corporation. Licensed in conjunction with International Computer Group. Manufactured in the U.K. by U.S. Gold Limited, Unit 10, Parkway Industrial Centre, Heneage Street, Birmingham B7 4LY. Telephone: 021-359 8881. Telex: 337268.

U.S. GOLD All American Software

Sydney Development Corp.

MBUSTERS

3 and you have beer ron 617. Your missic eat power dams of th nbusters is the latest US Gold, a cross bet ator and an arcade-a game that requires e you put fingers to ick).

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vant number betw n your 64.

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It will take a whi what and the spee required for vario perservere you wi satisfying game.

Graphics: ****
Sound: ****
Playability: ****
CCI Rating: ****
Company: US G Industrial Estate Birmingham. T

CONAN

US Gold/Datasoft, £14.95 disk, joystick only.

● **Seven screens of platform action**

The latest addition to US Gold's 'Famous Faces' range puts you in the surreal world of the film character, Conan the Barbarian. In a similar fashion to *Bruce Lee* you have to work your way through various platform screens to seek and destroy the villainous Volta.

On each of the seven screens there is an exit. On the first two screens it is clearly marked and all you have to do is run and jump your way to it. After level two you start having to collect gems and put them in their holders before being able to go out of the screen. Sometimes a door may unlock or something may appear that you can ride on which will take you to the exit.

The first few screens of the game are reasonably easy, but later on the going gets very tough as you have to ride on bubbles and destroy dragons. On levels six and seven there are Van Der Graff generators and stars which need to be struck with your sword before turning into gems.

You have three men and ten swords at the start but you have a chance to earn more of these on later levels. You can do this by picking up the swords lying around and catching the friendly bird which flaps about the more inaccessible part of the screen.

The graphics are pathetic — they wouldn't go amiss on a 1982 game. Indeed, they appear to have been designed by a ZX81 graphics programmer, as the main character features an annoying flicker. The sound is disappointing too: the actual notes are great but the voices used are unimaginative, reedy and grating.

Animation is appalling — Conan looks more like a 70s trendy: he's wearing bell ends and has long hair. The various nasty creatures trundle about with hardly a pixel moving and the scenery is drab with few colours and details.

JR

CONAN'S ENEMIES

There are various wicked creatures which lust after Conan's blood. There also exist some traps in which Conan can lose a life.

BAT: this flaps about and follows a distinct pattern. Earn 750 points by killing it with your sword.

DRAGONFLY: The same as the bat with similar score.

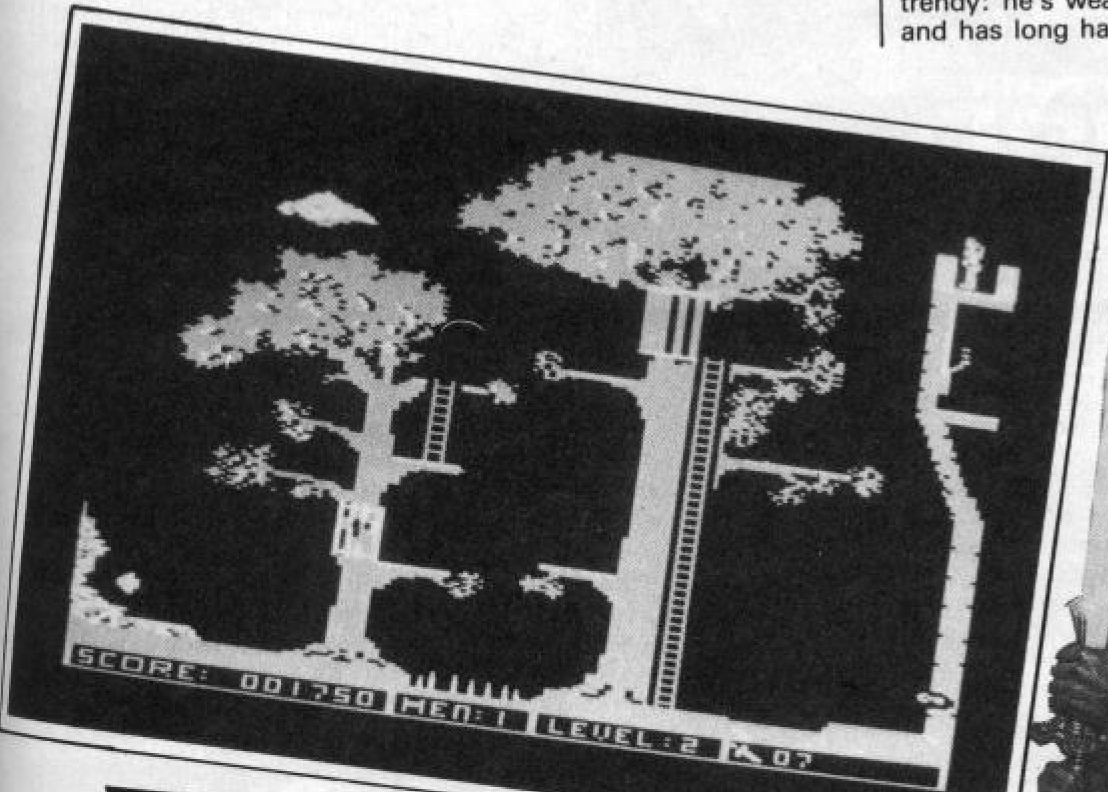
LEAPERS: These drop from the screen and wander down to the bottom of the screen. Kill 'em and you'll get 1,000 points apiece.

DRAGON: Flaps up and down the screen and must be destroyed for you to continue. You also get a meaty 2,500 point bonus for each one destroyed!

EYEBALLS: These chase you about and have to be dealt with like the dragons. They too are worth 2,500 points.

CRAWLY THINGS: No, not Oric owners — scorpions and the like. They cannot be destroyed but must be jumped over. They kill you on touch so don't go near them.

POOLS, LAVA and SPIKES: Jump these and don't fall into them.



Conan has to get from the top right to the bottom left using the tree platforms and ladders. Watch out for the water and the spikes though.





This hunky hero doesn't look up to much but he's a little deceptive. The action is quite compulsive and I wasn't put off too much by the yukky graphics. I enjoyed some of the ideas like bubbles and the boomeranging sword along with the other Bruce Lee-like platform action.



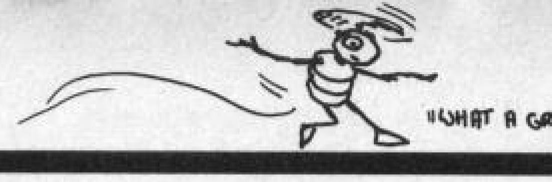
I always thought Conan was big, strong and crude until I saw the 'sprites' used in this game: small, flickery and crude (well at least they got something right!). The game itself wasn't a lot better than the graphics: a fairly run of the mill platform game with tacky controls and nothing to bring me back for more, other than to write this comment.

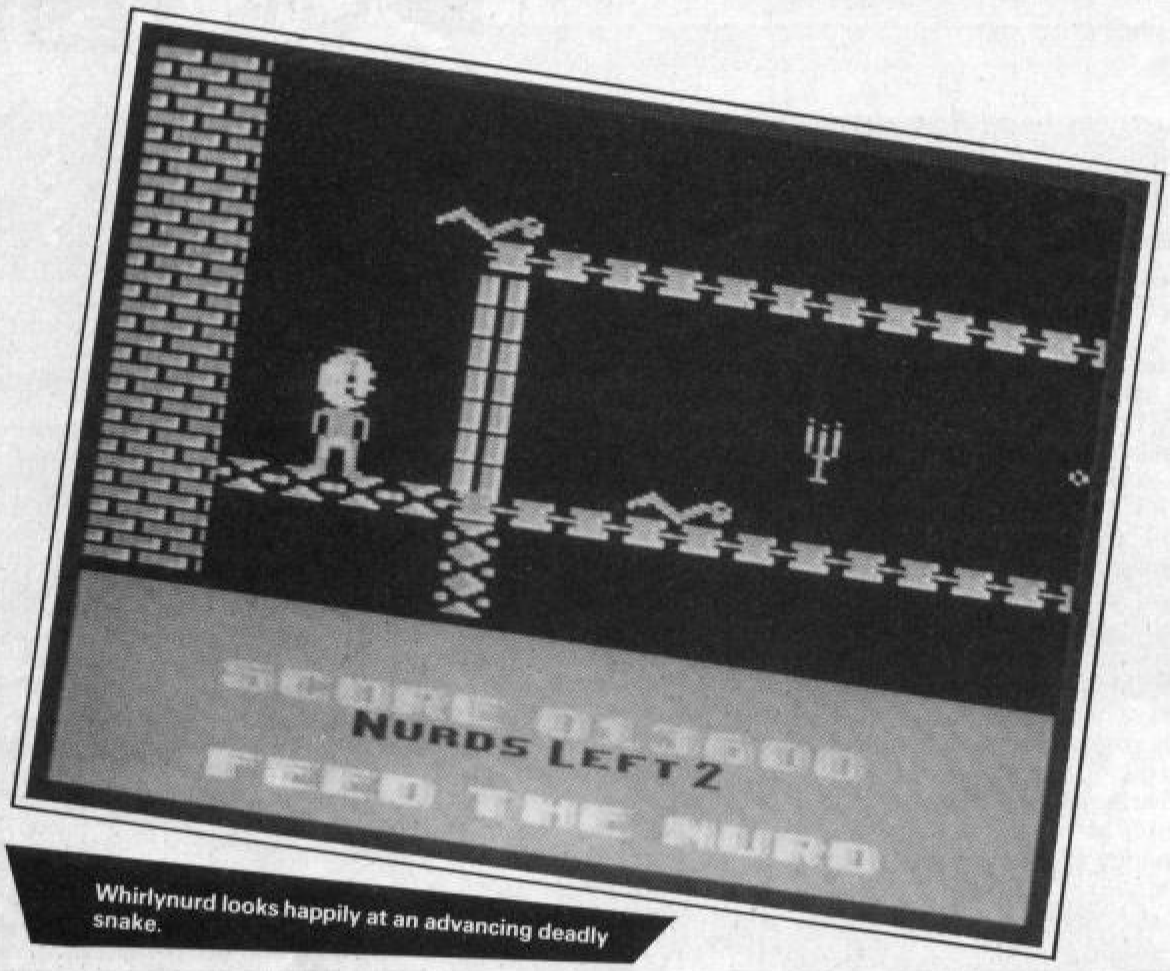


It's a shame that the graphics and gamefeel are so abysmal — otherwise this would be a good game. As it stands it plays frustratingly slowly with fiddly control. Although some screens offer plenty of challenge and puzzles, the fact that there are only seven is very disappointing for a disk-based program. I found it too frustrating to be classed as a decent game.

Rating	Score	Comment
PRESENTATION	76%	A nice disk package and instructions but individual screen loading is annoying.
ORIGINALITY	39%	Familiar action from Bruce Lee and other platform derivatives.
GRAPHICS	38%	Terrible main character animation, simple colours and unimpressive enemies.
HOOKABILITY	61%	Cracking screens is compulsive as ever.
SOUND	58%	Simple title tune and straightforward effects.
LASTABILITY	53%	There are only seven screens and despite being tough they won't last long.
VALUE FOR MONEY	32%	Can't figure out why it's only disk-based and for this type of game it's overpriced.







Whirlynurd looks happily at an advancing deadly snake.

Welcome to the world of Hamish Pupkin, Naples Yertz, Hooseby Nurd and Melvin Lugby. These intrepid nurds all have propellors screwed to their heads and are constantly in search of food for their rumbling nurd-guts.

You control one of the four nurd brothers and have to negotiate 50 rooms of obstacles picking up food on the way. Each room is about four screens large, the screen scrolling to follow the action.

In each room you have to collect four pieces of food — nurds eat anything that doesn't glow — before you can move onto the next room. The rooms come in five levels of ten, the last level only being accessible through a codename gained from the previous four.

You control your nurd in two main ways, walking around and flying using the propellors on his head. There are limitations on the flying — you can propel

WHIRLINURD

US Gold/Sydney, £9.95 cass, £14.95 disk, joystick only

● **200 screen playing area collect-and-dodge game**

The advertising for this game may lead you to believe that it's the greatest 3D naval battle since *Beach Head*. Well, it isn't.

Operation Swordfish puts you in command of a submarine with the task of destroying the allied invasion fleet before it attacks the Mediterranean coast. Your sub is slightly crippled: it can't dive, only submerge slightly, so you have to fight off the enemy on the surface.

There are two types of enemy: planes and boats. Boats fire at you and drop depth charges. Planes drop torpedoes and also fire at you. If any of these hit you they will add to your damage factor, too much and your sub will sink for good.

You have two options to fend them off: a machine gun on the top of the sub and torpedoes under water, each controlled by a different screen — you have to quickly switch from one screen to the other so you can dispose the allies before they sink you. The machine gun gets rid of the advancing planes and the torpedoes destroy the ships which move back and forth across the screen.

When you're in torpedo mode you have a cursor under your control. Move the cursor over a slow moving ship and fire: boom, glug glug. Shooting down planes is a bit more fun. Your gun can move left and right. Pulling back on the joystick raises the gun and pushing forward lowers it. Firing a steady stream of bullets towards a plane usually brings it down.

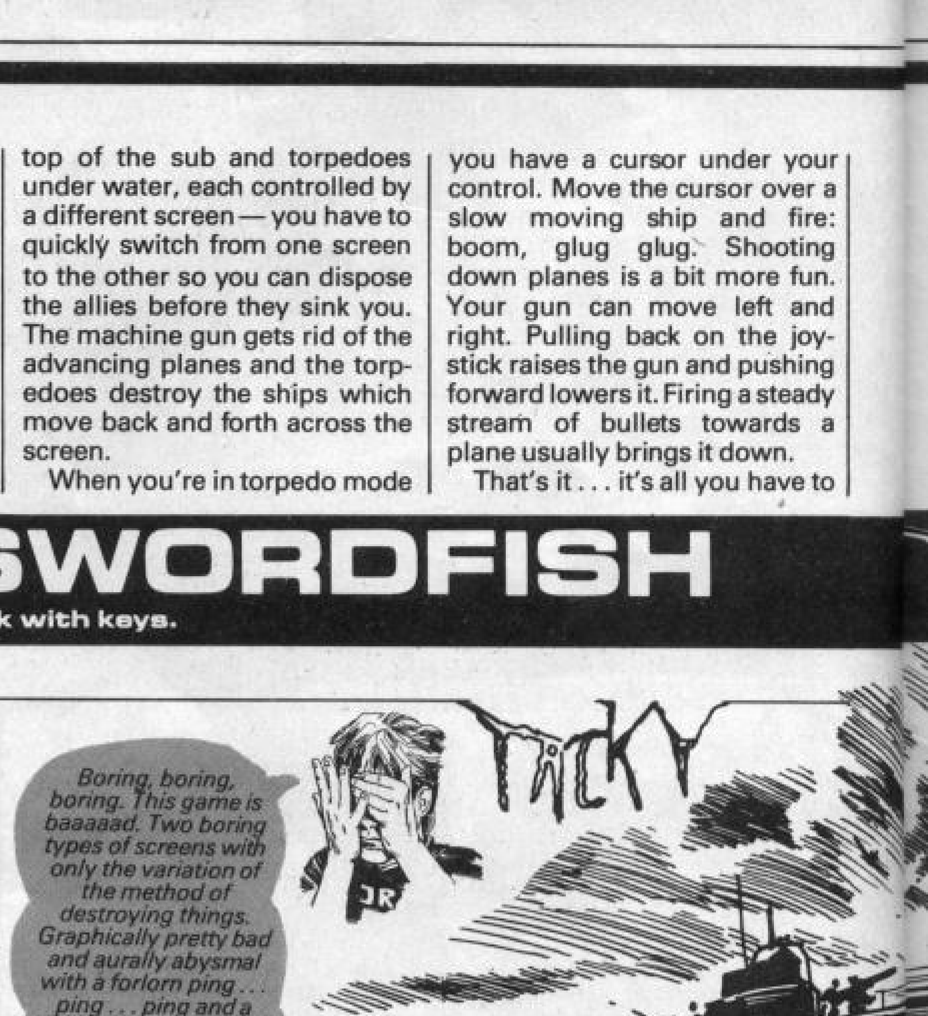
That's it . . . it's all you have to

OPERATION SWORDFISH

British Software, £9.95 cass, £11.95 disk, joystick with keys.

● **Disappointing two-screen shmup**

PRESENTATION	ORIGINALITY
59% *Simple instructions plus patriotic title screen.*	22% *A poor imitation of Beach Head.*
GRAPHICS	**HOOKABILITY**
58% *Nice graphic background and planes but nowt else.*	44% *Initial patriotism gives way to boredom.*
SOUND	**LASTABILITY**
24% *Wheeeee . . . splop! Wheeeee . . . splop!*	29% *The same old boats and planes just keep coming.*
VALUE FOR MONEY	
19% *Rotten price for a very simple game.*	



Nasty nurd nobblers

These are the enemies to avoid:
SLINKY SNAKES: move horizontally, reverse when they hit obstacles, lethal to touch.
JUMP BUGS: move in unpredictable patterns, lethal to touch.
BUG EYES: rotating eyeballs, move vertically, reverse when they hit obstacles, lethal to touch.
GLOBS: move similarly to jump bugs, lethal.
SPUDNIKS: little wriggling potatoes, follow patterns, lethal.
BOUNCING BABY BILLIARD BALLS: appear singly (may not be lethal) or in lethal hordes generated by BLOPPERS and sucked up again by ANTI-BLOPPERS.
NIPPLE OF DEATH: pulsating spike, lethal.
BLINKING BONKERS: regularly appearing and disappearing force walls, lethal.
KILLWALLS: non-moving obstructions which are still lethal.

upwards from solid ground, but as soon as you release the fire-button you drift back down again — your propellor can't be restarted in mid-air. The only way you can reverse a downward drift is by using a 'retro-boost' jet, but you are limited to just one of these per room (unless you find a 'blast mat' which gives you another). This adds greatly to the difficulty of dodging the various enemies.

Your nurd initially appears in a 'synthetic wafer-aided ecto-plasmic sludge bubble', but after that he's in constant danger. There are lots of glowing obstacles that, if touched, will cause his head to fly away (under 'auxiliary nurd power supply'!) or he may starve if you don't get him to food in time.

You can have up to four different nurds with three lives each, an extra one being awarded after each completed room. The fifth level is filled with the Ultimate Feasts but it's incredibly tough even before then.

There's a monotonous tune that plays during the game with the occasional nice sound effect. The graphics are mostly plain although the monsters and obstacles are detailed.

BW



The instructions and scenario are funny but when I started playing I realised it was just a straightforward pattern game. I found the going certainly got tough (with all those rooms to solve, it would take a very long time to finish) but the humour is the best part of the game. The action seems dated and the stop-go feel to the game isn't always very compulsive.

ZZAP! TEST



Another one of the slick-yet-dull American arcade imports. Nice graphical touches, but not really containing enough gameplay to keep us tough British gamers interested for very long. Plenty to explore, but suffering from PS: pattern syndrome. Once learnt you can go through the same old screens in the same old way.

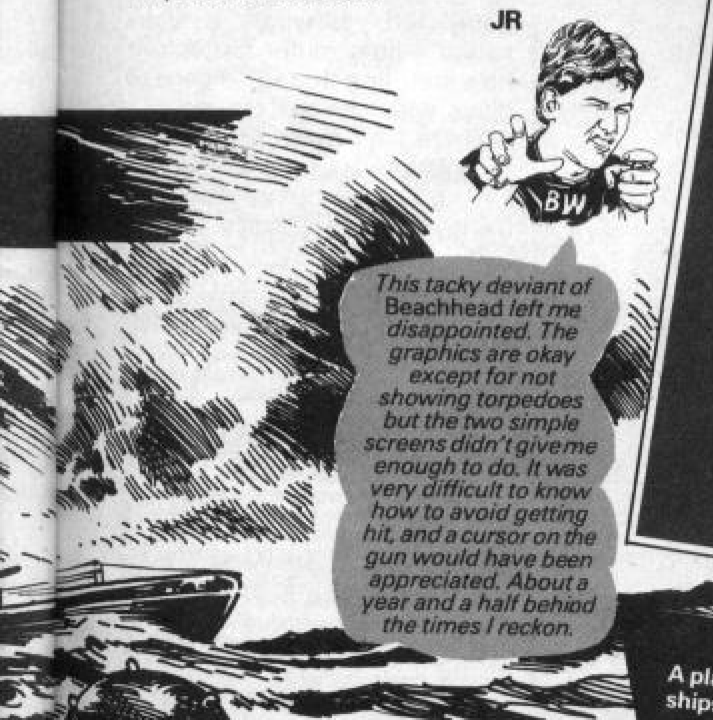


I'm afraid any real love for this game doesn't go much further than the excellent and humourous scenario and instructions supplied ('nipple of death' — I ask you.) I found it became a touch frustrating and boring after a while, due to having to repeat the same patterns again and again every play. However the playing area is certainly very large, and there are some good touches - especially the sick bit when Hamish dies!

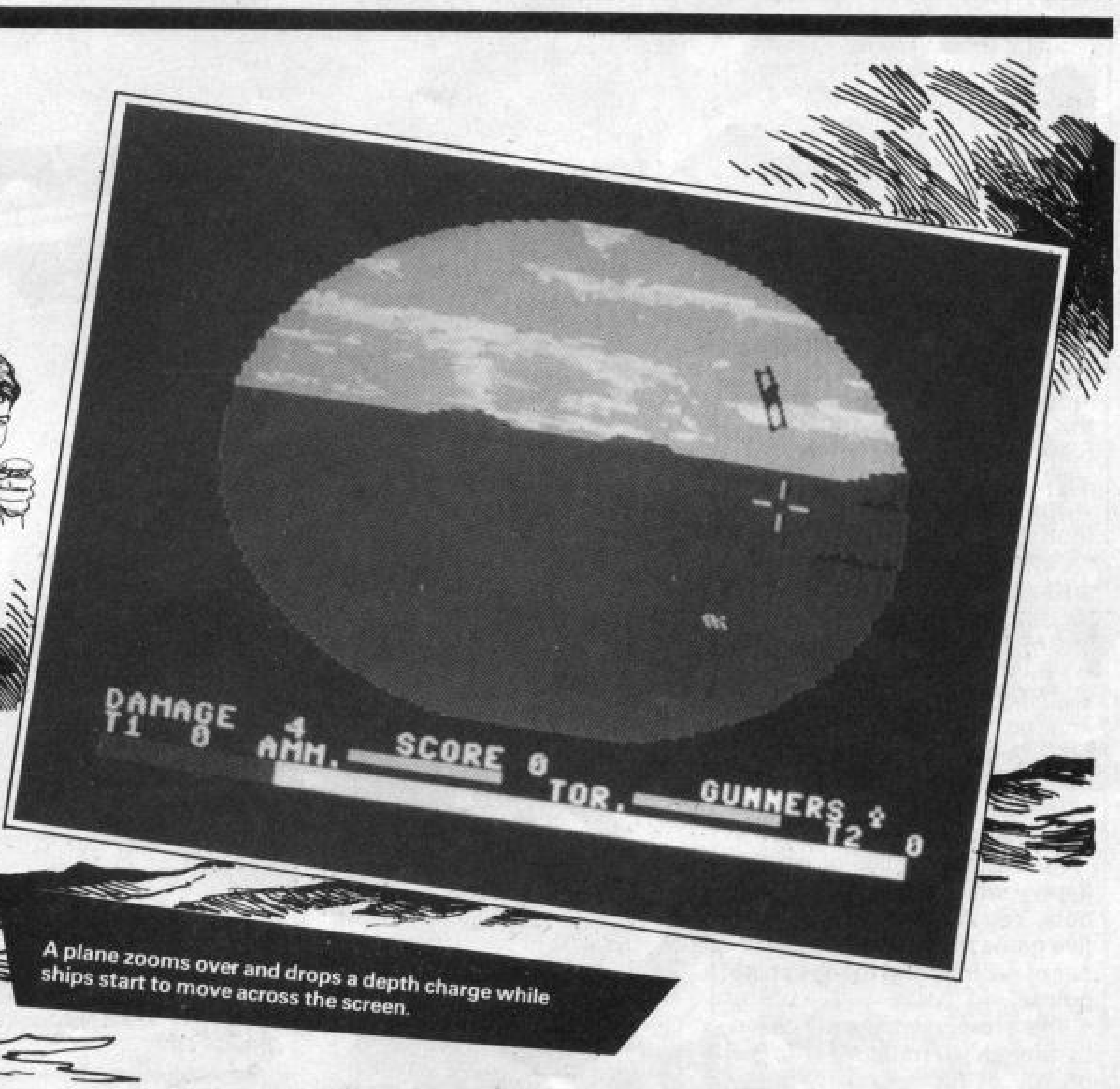
PRESENTATION	ORIGINALITY
81% A hilarious instruction booklet all about the nurds.	77% Some interesting enemies and obstacles with cute character.
GRAPHICS	**HOOKABILITY**
58% Simple layouts with some good enemies and death routine.	63% Most of the screens are very samey and won't get you wildly thrilled.
SOUND	**LASTABILITY**
43% Simple bangs, bumps, crashes and walking noise.	72% There are 50 multi-screen rooms and they get incredibly difficult to manage.
VALUE FOR MONEY	
65% Disappointingly doesn't live up to the instructions, but it's tough.	

do. Shoot the ships which trundle back and forth across the screen, and blast the planes. Boring huh? OK, so the game's far from easy with your sub usually being sunk very quickly, but it is so dull with only the two screens both containing basically the same action.

JR



This tacky deviant of Beachhead left me disappointed. The graphics are okay except for not showing torpedoes but the two simple screens didn't give me enough to do. It was very difficult to know how to avoid getting hit, and a cursor on the gun would have been appreciated. About a year and a half behind the times I reckon.



A plane zooms over and drops a depth charge while ships start to move across the screen.

JONAH BARRINGTON'S SQUASH

New Generation, £7.95 cass, joystick or keys

●**Sports simulation with speech**

Tennis has moved from the early days of *Pong* to the realism of *Matchpoint* and *On-Court Tennis* and now squash has done the same.

The game gives you the view a spectator would have from behind and above the court where the two players are. You can play against the computer or another player or even put the game into demo.

The players are animated quite well with even the sweaty creases in the shirts moving around. However they don't run too convincingly and don't respond to diagonals on the joystick.

The ball can be put on one of four speeds with red being the easiest. At this speed the computer gives a good game while on a yellow fast ball it is incredibly mean.

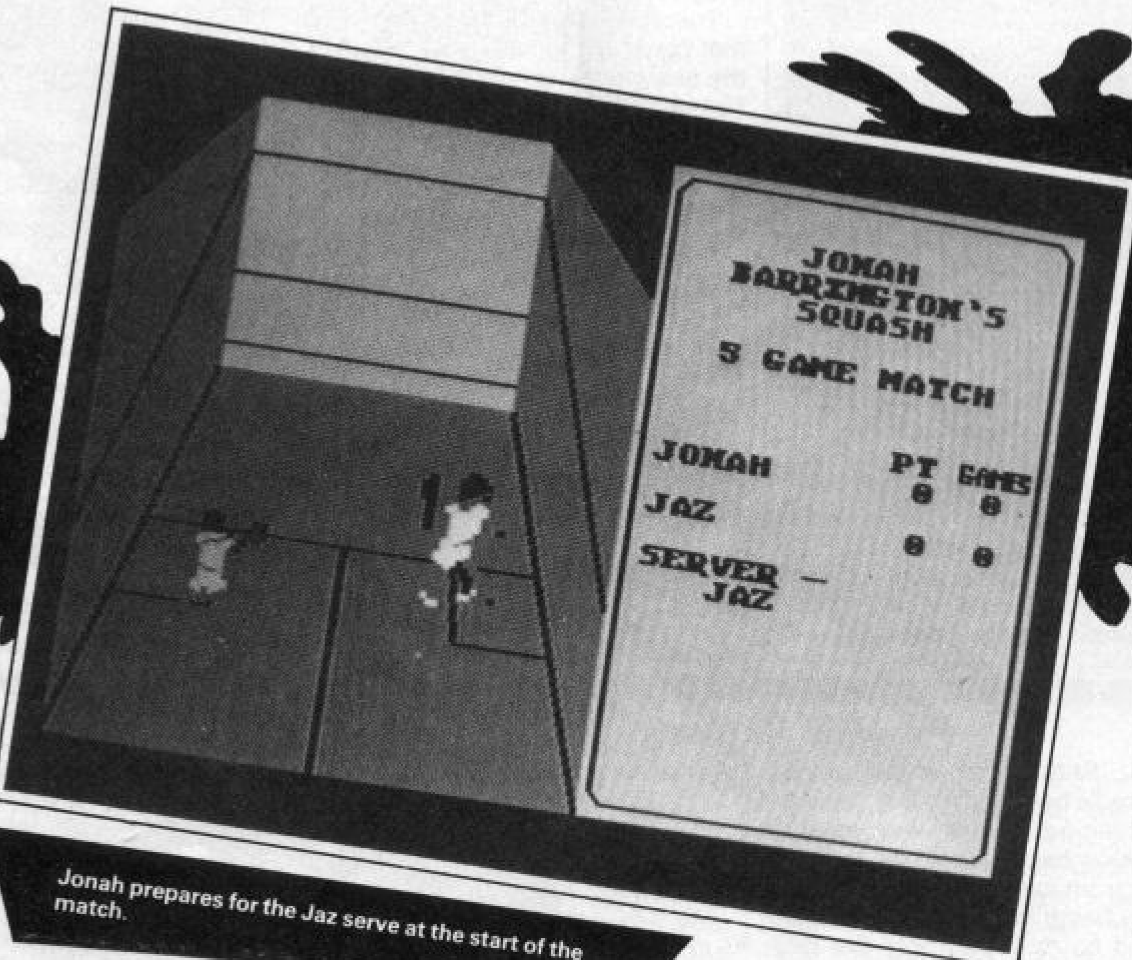
You hit the ball just by pressing fire and if you're close enough to it, it is automatically hit. The timing of the stroke can determine the speed and angle of the ball, there being six angles possible.

All the usual rules of squash apply with obstructions and outs. You can play one, three or five game matches with the winner of each having to reach nine points.

The score is constantly called by Jonah Barrington and the quality of the speech is pretty good too, although it does sound a little muffled. Just like he's speaking through a pane of glass, which he is of course.

There isn't much colour with the players wearing white and yellow but the ball is black and big enough to see easily.

BW



Jonah prepares for the Jaz serve at the start of the match.



I enjoyed this new sports simulation and once I got the hang of the timing and getting to the ball, fluent rallies were possible. The speech isn't as good as Impossible Mission *or* Ghostbusters *and it seems superfluous. I think this may well be a hit with sports players, my only disappointment being the lack of diagonal movement.*

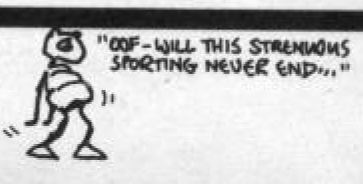


The speech got rather grating after a while and your man falling on his bum every time he was hit by a squash ball was annoying. Control was rather fiddly and the graphics weren't particularly amazing but nevertheless this is bound to appeal to 64 owning squash players.

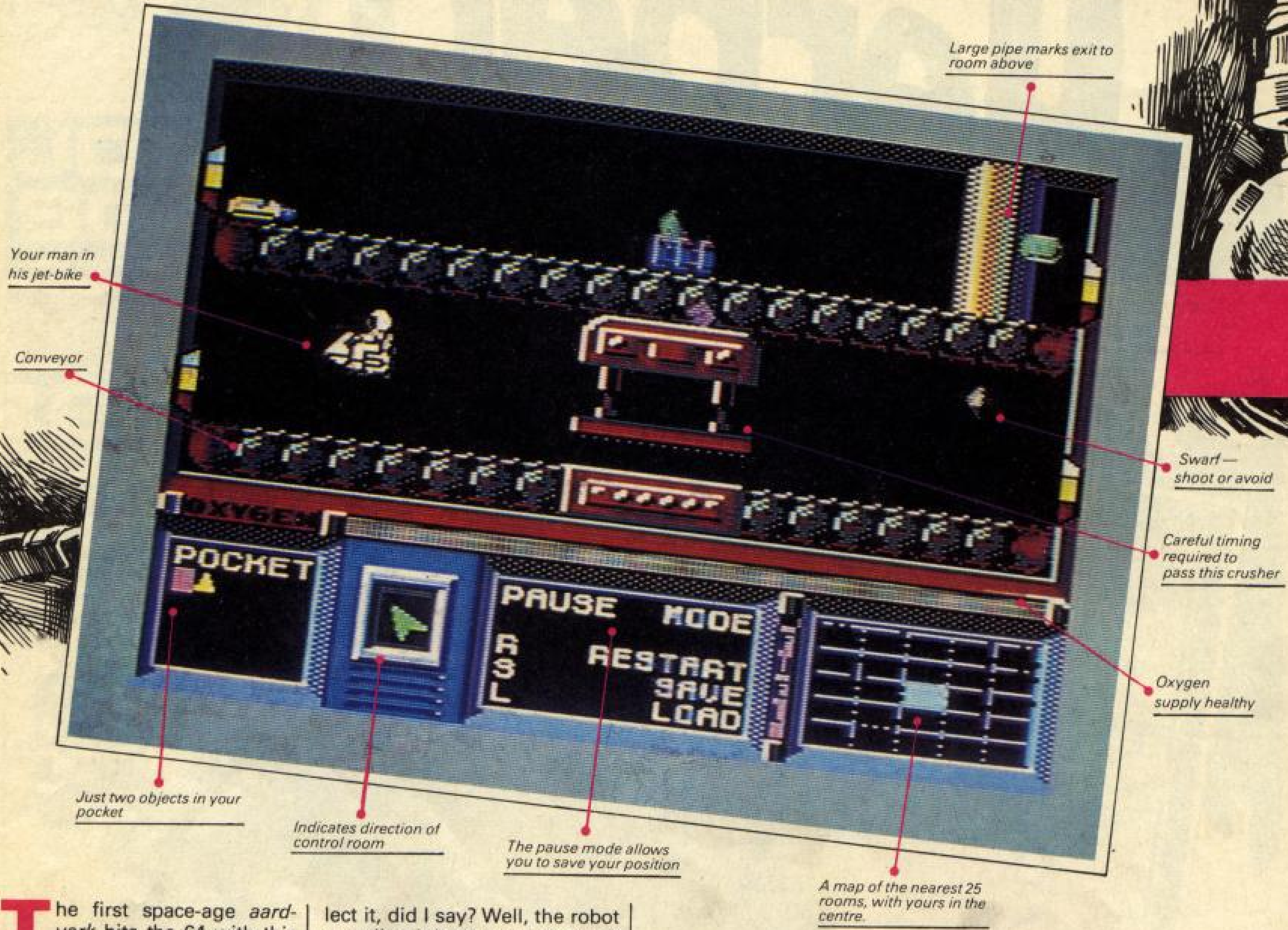


The excellent speech and realistic ball movement gave me some initial interest. Umpteen games later I wasn't so impressed: I didn't feel as if I were truly controlling the shots (especially when going for a ball coming from the left - the racquet stays to the right!). This made Squash *an unrealistic and annoying simulation for me to play, and I think I'll stick with the liquid variety.*

PRESENTATION	76%	You're told all the rules of squash and the speech is good.
ORIGINALITY	50%	Our usual cop-out sports simulation rating.
GRAPHICS	61%	Reasonable animation but there's not much else on a squash court.
HOOKABILITY	71%	The computer is a good starting opponent and control is easily learnt.
SOUND	64%	Good speech but little else.
LASTABILITY	70%	The computer skill level gets really tough and two players is fun.
VALUE FOR MONEY	70%	A good simulation that is very playable.




Herbert's
Dummy Run
Trouble In Store for Herbert
Spectrum 48K £9.95
Commodore 64 £9.95
Amstrad CPC 464 £9.95
SOFTWARE HOUSE OF THE YEAR
Commended
GOLDEN JOYSTICK AWARDS
MIKRO-GEN
44 The Broadway, Bracknell, Berks. 0344 427317



The first space-age *aardvark* hits the 64 with this 250 (25x10) screen epic. A long forgotten robot-controlled factory situated on the edge of a solar system sets the scene.

The factory has worked away automatically for a hundred years, the robots harmlessly carrying out their menial tasks until now. A powerful alien force, possibly jealous of Earth's riches, has invaded the factory and reprogrammed the robots so they can destroy our planet.

Your job is to enter this hostile environment and discover the Control Centre where you can disable all the automatons. In a climate suited to robots you have to fight your way through zero gravity, diverse temperatures, floating swarf and through the many weird and wonderful screens to achieve this.

Armed with only a space suit and a laser you have a formidable task ahead of you. There is a jet cycle for you to use once you have found and collected it. Collect it, did I say? Well, the robot guarding it isn't going to give it up easily, not without a few bullets being bounced about, anyway.

Once you have got the jet cycle your mission can really begin. Don't spend too much time admiring the view, get to a pipe and move up or down it (if it isn't blocked off).

At the bottom right of the screen there is a scanner/map. This shows the adjacent two rooms in each direction, a total of 25. It doesn't reveal what is in the rooms but you can clearly see the entrances and exits to them, so you are able to plan your moves ahead. The map will flash a room red if a dangerous 'megaswarf' is residing within and yellow for the control room. There are other colours too, but you have to work these out for yourself.

The pipes which link the various rooms are zero gravity lifts forming a large and complex system and allowing extensive exploration and access to most rooms. If there are no pipes then there are usually doors either in the left or right hand walls which allow you to enter the adjacent rooms.

On your travels through the factory you will see much old and abandoned machinery, some of which may still be working. There are CRUSHERS which clang up and down and will flatten you if you're careless enough to stray under their mashers. Odd revolving SCOOPS grind away into the night and CONVEYOR BELTS, harmless but progress-slowing, trundle along their infinite paths. COMPUTERS too tick away the long hours to themselves, but most are purely a decorative part of the landscape . . . .

There are also rooms containing large machines which al-



An instant cult classic. Brilliant atmospheric backdrops, plenty of action and lots to get your grey matter clanking back into action. The sound was slightly disappointing but the music on the title screen complements the game perfectly. A huge playing area will keep the cartographers happy for a long time, and mapping is pretty much an essential part of playing the game. I loved this game and although rather obscure at times, should gather a cult following.

Spacesuit status box

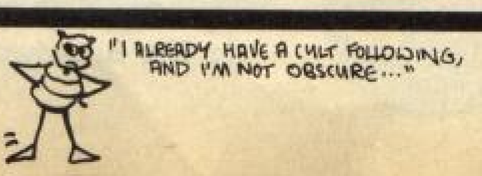
Underneath the main screen there is a box containing your status report. This is what it shows.

SUIT STATUS: This shows you how many leaks you have in your suit. The more leaks you have, the faster you will lose oxygen. Your oxygen is represented by a bar above the status box. Let it diminish to zero and you're dead . . eat. There are canisters of oxy- . .n which you can pick up when . .ur air is low.

. .TCH STATUS: Shows how . .any you're carrying. Patches . .e vital to stop you losing oxy- . .n. If you have no patches you . .ill lose oxygen. You can pick up patch packages which contain 40 patches. This will prolong your life. One word of warning - if you are already carrying between 80 and 90 patches don't pick up any more. You can only carry 99 patches so if you picked up an extra package, most would be wasted.

CHARGE STATUS: This determines your laser power. Let it get to zero and you won't be able to fire. You can pick up extra charges but again, no more than 99.

POCKET STATUS: This tells you what is in your pocket. See main review for more details.





Despite its slightly dated feel I still enjoyed the exploring and blasting of this aardvark. It certainly matches the complexity and size of other recent games and provides plenty of challenge. I also enjoyed some of the funny and weird touches, except for Marvin who depressed me no-end.



STRANGELOOP

Virgin, £8.95 cass, joystick with keys.

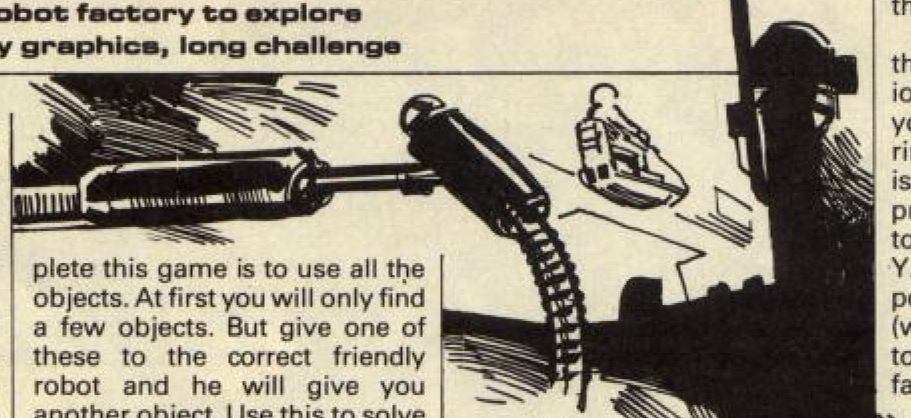
- **Massive 250 screen robot factory to explore**
- **Devious puzzles, classy graphics, long challenge**

though standing static may have mysterious purposes later on in the game. Large ELECTRICITY GENERATORS, a NUCLEAR REACTOR and its ENTRANCE ROOM are just a few of the highly deadly locations.

Some rooms contain odd robots which have escaped the ravishings of the aliens and are still friendly, and these will help you solve the game.

As you wander around the factory you might see an object lying around. Move over it and you'll automatically pick it up and it will fall into your pocket. This pocket is represented by a box on screen. It shows what you have picked up. If you'd like to examine the object more closely, press space-bar and a cursor will appear in the box. Move the cursor over the object and press fire. You will get a read-out telling you what the object actually is.

These objects have to be used to solve puzzles throughout the game, and the only way to complete this game is to use all the objects. At first you will only find a few objects. But give one of these to the correct friendly robot and he will give you another object. Use this to solve another puzzle and you will gain yet another piece! Eventually after solving many puzzles you will, hopefully, be able to gain access to the Control Centre and then disable the robots.



When you start the game you are given eight lives. You can't earn any extra lives but there are supplies littered around the factory which you can pick up to prolong your current life.

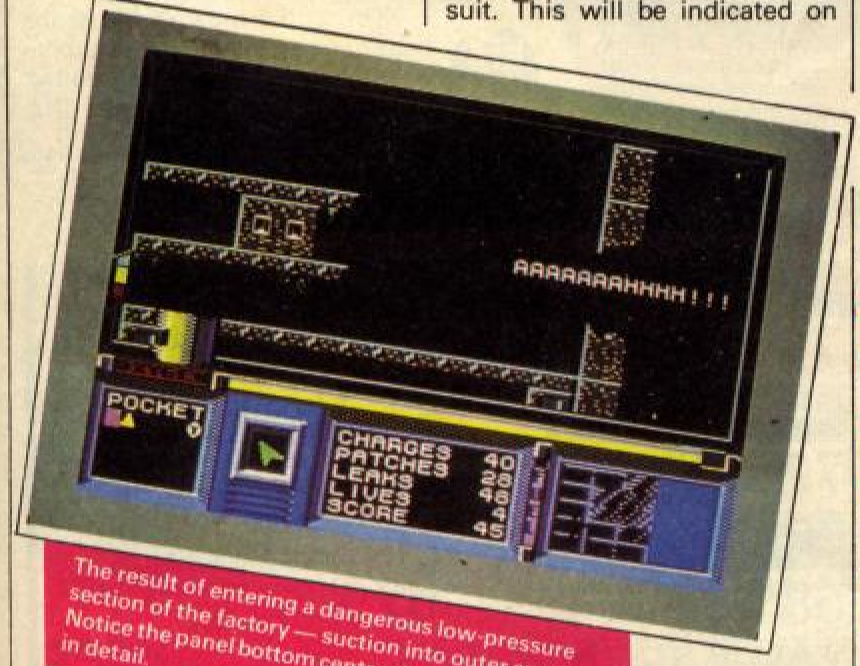
The main cause of death for your man is suffocation. Throughout the factory there are thousands of pieces of razor sharp SWARF floating around randomly. You have to shoot this flying debris: if you touch it it will make a leak in your space suit. This will be indicated on screen. If you are carring some patches the puncture will be automatically fixed. When you run out of patches, though, you will start to lose oxygen.

The more punctures you have (up to a lethal maximum of 99) the faster you will lose oxygen. The faster you lose oxygen the less time your man will live, so blast that swarf! Occasionally you will come across a MEGA-SWARF. This giant swarf will chase you at high speeds and give your spacesuit more holes than a sieve.

If you want to map the game, the space bar will pause the action and tell you the location you're in. It does this by referring to the factory layout which is a 10x25 screen complex. The programmers have marked the top 0 to 9 and down the side A to Y. You can then work out your position in the factory: eg M2 (where you start) is in the bottom left hand region of the factory.



Big and boring, I first thought. How wrong I was - perseverance proved rewarding as I found Strangeloop *was big, but certainly not so dull. Despite weak sound and little help on the instruction side (which didn't make it easy to get into the game), I found the excellent graphics and puzzles made it an enjoyable and atmospheric aardvark to play.*



The result of entering a dangerous low-pressure section of the factory — suction into outer space! Notice the panel bottom centre showing your status in detail.

Object Objective

When you first start a game you'll wander around for a while and then start thinking: what the heck am I supposed to do? A few clues . . .

Once you have got your jet cycle, U6 will give you some pleasure. An unhappy robot would like some too.

A vendromat machine at the bottom of the factory needs some cash and tuppence backwards will get you five credits.

A cassette of Sorcery is for . . . you'll have to decide.

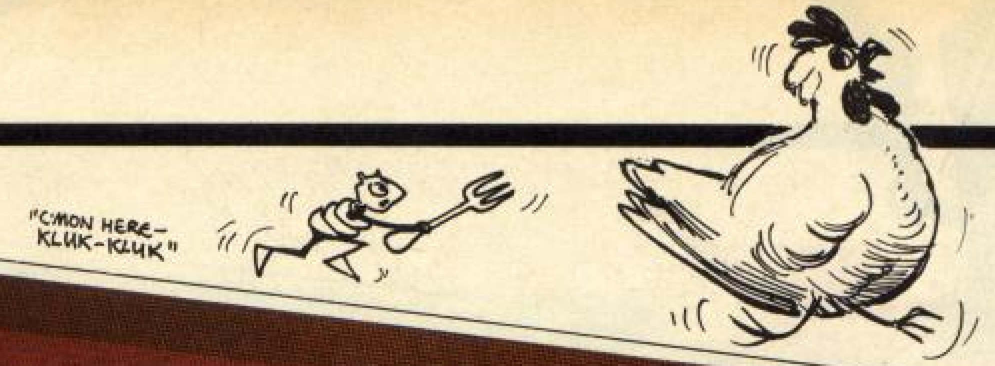
Woah, those pickpockets will swipe your stuff so don't go near them.

Eye shields and welding gear reside in the same floor. Find one and zoom along the row to find another.

Listen into C7 . . . there's clues abounding in there, but nearby is Dr Psycho. Only go there when you want to hand in your cards.

One word of warning. Don't venture into the room that sounds like a dog otherwise you'll take a trip to the stars.

Rating	Score	Comment
PRESENTATION	69%	*Unhelpful instructions but a nice demo.*
ORIGINALITY	78%	*Lots of great ideas and highly original puzzles.*
GRAPHICS	88%	*Wonderfully detailed screens with some great characters.*
HOOKABILITY	74%	*Once you start cracking problems you can't stop playing.*
SOUND	44%	*Same weak beeping as on the Speccy and a very quiet title tune.*
LASTABILITY	91%	*This is a real toughie. 250 screens, wicked puzzles.*
VALUE FOR MONEY	86%	*One of the best aardvarks around, providing lots of complexity.*

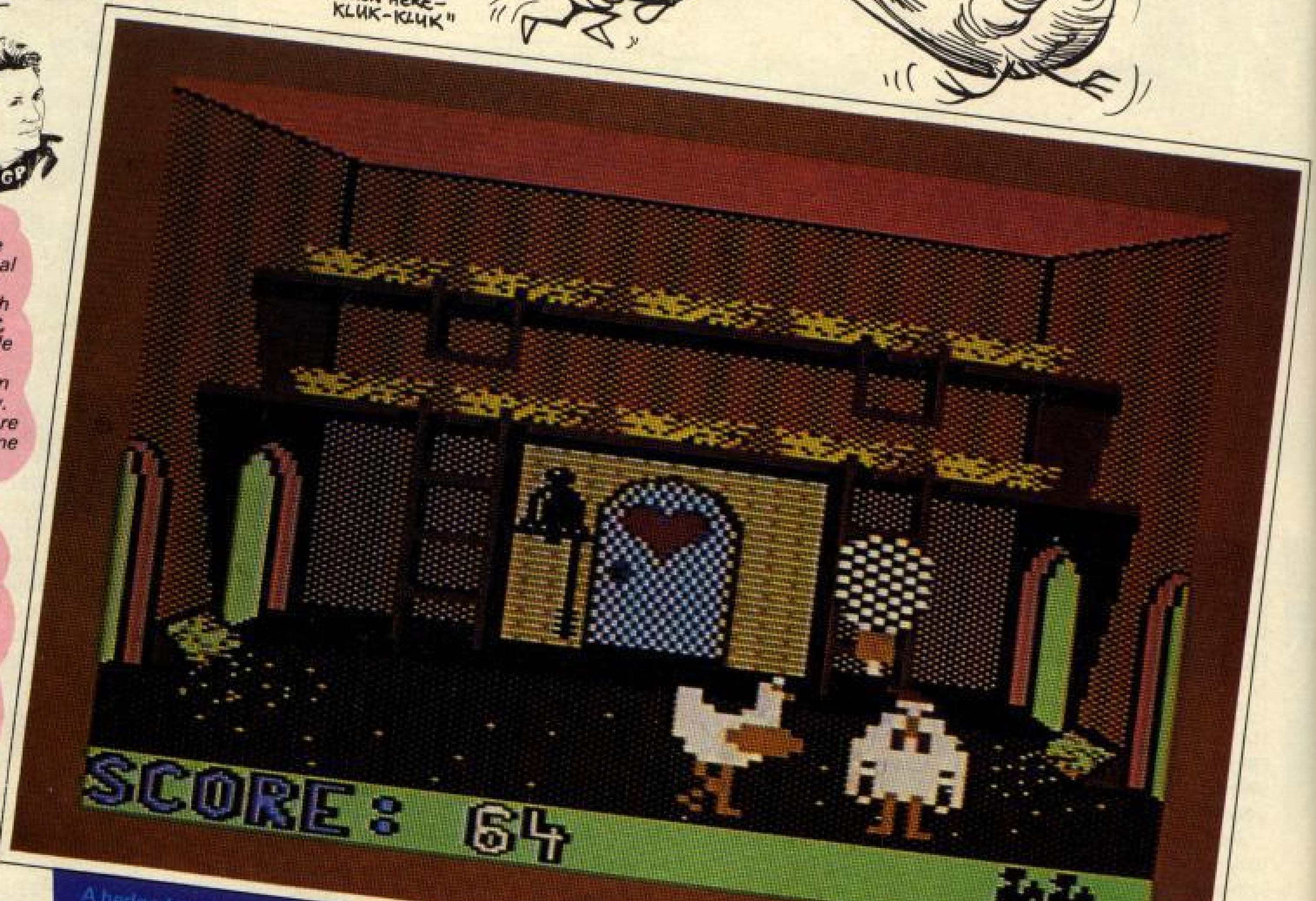




The humourous nature of the game gives it instant appeal and addictive qualities. It's a touch repetitive, I'll admit, but it's still enjoyable to play and some immense scores can be achieved rapidly. £2.50 seems a meagre sum to pay for a game of such class.

Great fun is this. What goes on behind the door with the heart will not be mentioned (there are minors reading) but your guess is as good as mine! Great graphics, tune and gameplay make it a real winner. AND it's only £2.50.





A hedge-hog descends the ladder carrying the last egg, and you pay the penalty with a vicious whack from Madame.

CHICKIN CHASE

Firebird, £2.50 cass, joystick or keys

● A little French number to make Buzby blush

This is a slightly risque, but fun, addition to Firebird's growing silver range — they bought it from the French and it shows.

Essentially there is only one screen although, as you will see, there is some important off-screen action. The screen is the inside of a hen-house, complete with nests, grain and door to the hen's 'boudoir'.

You control a cockerel and must do all the things that cockerels like to do: eat grain, peck at rats and worms, and um, well . . . take part in the aforementioned off-screen action which you instigate by moving through the door to the boudoir after Madame hen.

While in there a jolly tune plays, and red hearts appear on screen — up to a total of ten if you wait long enough! Mon ami, what can zis mean? Then the cockerel staggers out (yes, literally) and must eat the grain lying around. This will give him further vigour and speed for chasing off nasties and, er, doing other things.

Meanwhile Madame lays her eggs in the nests at the top of the screen (there are ten nests in all). These must be allowed to hatch and need to be protected from the various predators that roam the vicinity. Snakes, rats, hedgehogs, stoats and racoons are all after your pride and joy.

The snakes are the fastest of the group and are a real pain. All of these nasties can be driven off with a swift peck, but increase in number and speed as your score rises.

If all ten nests should become empty — through either all the eggs hatching or being stolen — then Madame won't be too amused and will let the cockerel have it with her rolling pin.

Occasionally a worm makes an appearance from below ground, and a hefty bonus is awarded if it's caught before disappearing.

Wonderfully irreverent sense of humour from our best of enemies across the channel. I don't think it's got a great deal of lastability since in the end the action doesn't change that much, but it's fun and funny and worth buying.



The graphical representation of the inside of a hen-house is very good. The sprites too, are good and although large and a little blocky, effective. Another high point is the great title screen picture of a winking cockerel. The sound effects and tunes are as good as the graphics and are put to good use throughout the game.

Oh, and I mustn't forget the game instructions which brilliantly and humourously reflect the game's French origins. Ooh la la. Ees magnifique!

GP

PRESENTATION 71% *These French people write hilarious instructions!*	**ORIGINALITY** 85% *Wonderful scenario with some really whacko gameplay.*
GRAPHICS 72% *Good animation on all characters but what goes on behind the door?*	**HOOKABILITY** 84% *Marvellous humour and great action!*
SOUND 68% *Cute little sound effects all round and a tune.*	**LASTABILITY** 67% *Gets hard as the animals flood in but a trifle monotonous.*
VALUE FOR MONEY 79% *Great impact and excellent high scoring potential.*	

ZZAP! COMP

Win a Virgin games bundle!

Match the pictures and you could pick up five titles, a T-shirt and a calculator

Here's an opportunity to get a nice fat bundle of software through your front door, because we're giving away FIVE big 64 titles from Virgin to no less than 20 people.

Each winner will receive a parcel containing the company's latest releases: STRANGELOOP, GHETTO BLASTER, GATES OF DAWN, FALCON PATROL II and SORCERY. And in addition, the first five winners will get a Virgin T-shirt and calculator.

Entering, as usual, is a piece of cake. Just look at the five labelled pictures (A-D). Each of these is taken from part of the cassette inlay of one of the games (numbered 1 to 5). Your task is simply to match the picture with the game.

When you've matched all four, write down the letters in the right order on the back of a postcard or stuck down envelope and send it to us, making sure to include your name, address and T-shirt size. For example if you think Sorcery is picture B, Strangeloop A, Gates of Dawn C, Falcon Patrol II D, and Ghetto Blaster E, write: B,A,C,D,E

Send your entry to: ***Virgin Competition, Zzap! 64, 1 Church Terrace, Yeovil, Somerset BA20 1HX.*** (You can include this entry with other mail or competition entries, provided it is on a separate card or envelope, and is marked with your name and address.)

All entries must reach us before July 15th, when we will draw out the winners from the correct entries. Only one entry per household is allowed.

A



The games to match

1. SORCERY. Colourful, multi-screen arcade-adventure in which you control a flying witch and must crack some very tricky, energy-sapping puzzles. Tips and a map in this issue.

2. STRANGELOOP. A great sizzler of a game reviewed in this issue. Explore over 250 screens of robot factory, shooting enemies and trying to solve the puzzles which will give you access to the central control room.

3. GATES OF DAWN. Also an exploration game, and a very unusual one at that. 3D action, plenty of locations — but what are all those mushrooms doing?

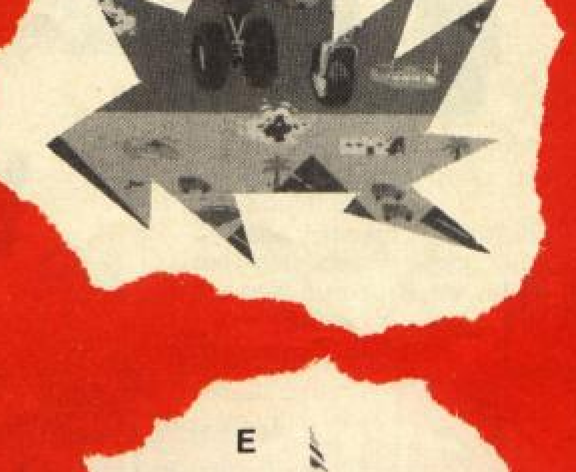
4. FALCON PATROL II. Great, blasting action as you fly over a scrolling desert landscape destroying enemy aircraft. A 64 classic, firmly established in our top 64.

5. GHETTO BLASTER. A great, funky title from the authors of the Taskset classic Jammin'. Rockin' Rodney has to collect music tapes, and each comes with its own foot-tapping tune. See our review.

B



C

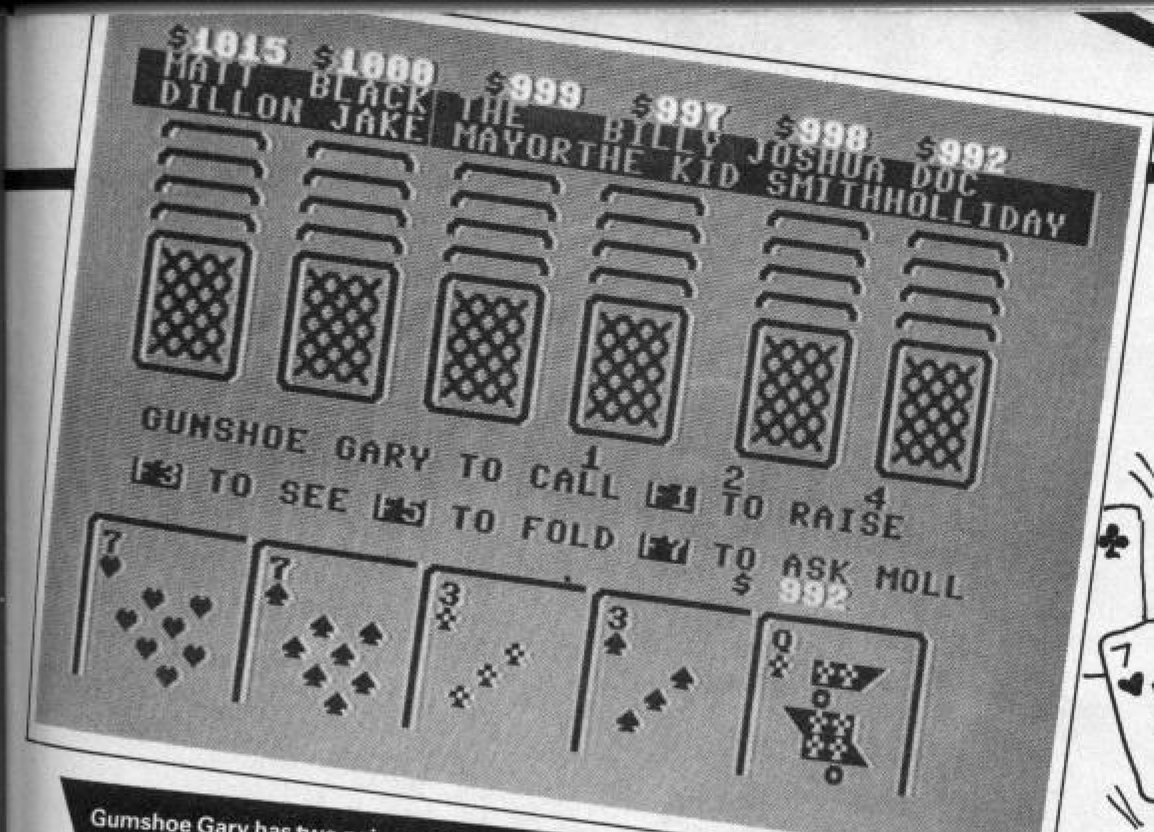


D



E





Gumshoe Gary has two pairs: sevens and threes, and will definitely raise the bidding.

ZZAP! TEST

Understanding your opponents

Each person in this game has certain characteristics, which you can discover by carefully watching the comments printed on screen as each makes his move. For example, you'll notice that Doc Holliday winks a lot at Moll the barmaid when he thinks he's got a rotten hand and is trying to bluff his way out.

On the other hand Matt Dillon is consistently good and does all sorts of things to fool you.

Once you get the swing of the game you can have a really mean game of poker and bust the players of all their money which is great fun!





POKER

Duckworth, £5.95 cass, keyboard only.

● Fine simulation of the gambling card game

Smoke-filled saloon with six dubious characters looking slyly at each other and you're all alone in this hostile environment. Life is as cheap as a game of cards and perhaps you'll be shot. There's nobody to help you and nowhere to run to.

That's the atmosphere generated by this program which offers all the features of real-life poker, the game in which you have to try to obtain certain combinations of cards, and then make a bet according to how good you think your hand is.

There are six characters who challenge you and try to take your money. You start with $1000 and unless you're as careful as they are you'll soon find your money disappearing.

As in real poker everyone takes turns to deal and five cards are dealt to each player. You can then view your five cards and sort the hand out. Initial bets are made and everyone decides in turn whether to stay in, raise the pot or throw out their hand.

Once the preliminary round has taken place the real fun starts. Perhaps you're taking a risk on a low hand, but who else is to know? Bluffing like this works sometimes, but don't try it too often. If you want, and when everyone is ready, you can discard up to three cards to try to improve your hand.

Keep an eye on what the others are doing too. If someone doesn't discard anything it usually means he's got a pretty good hand. But be warned, some of the computer players will also bluff.

The round continues with each player either raising the stakes (by 8 dollars a time), throwing in their hand or asking to see the others' hands (and matching the current stake). This is where you find out who really has guts.

When no one wants to raise any higher, all the hands still in the game are revealed and the highest combination takes the pot.

JR

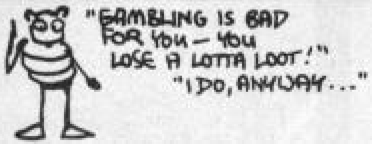


Although the graphics aren't spectacular, the sound isn't stunning and the whole game is rather slow, it still has plenty of character and provides a great game of cards. If you find yourself bored of zapping then this is an excellent way to spend a Sunday afternoon.



Howdy yawl! I just mosey'd on down ta tell ya what I thought about that there Poker program. Well one things fer sure those cowboys play a mean hand of five card stud and I'm sure ol' Moll is cheatin' and tellin' 'em what I've got. In fact if things git much worse I'm a gonna have ta start playin' Strip Poker cos' it's easier ta beat and the opposition's a mite prettier.

PRESENTATION	**ORIGINALITY**
64% *In game instructions and good screen layout.*	51% *Poker has been done before but not with six opponents.*
GRAPHICS	**HOOKABILITY**
25% *Nice cards but little else.*	61% *Money, money and more money!*
SOUND	**LASTABILITY**
15% *Deal noise and occasional gunshot.*	67% *Lots of cash to play with and great if you like cards.*
VALUE FOR MONEY	
68% *Perfect for those with a reckless gambling streak.*	



How to squeeze an arcade into your 64

The trouble with arcades is there's a limit to how many 10p pieces you can keep pushing down those greedy machines' throats. Owning a 64 can put paid to such problems. There are a stack of excellent arcade clones available on the 64, the cream of which are detailed on these pages by arcade fanatic JULIAN RIGNALL. Although JR can recommend any of these titles, he's also rated them on their graphics, sound and on how well they resemble their arcade 'big brothers'.



CYBOTRON

Anirog, £7.95 cass, one or two joysticks

This superb clone of *Robotron 2084* has all the features and excitement of the Williams original.

You are the Cybotron, a mutant human, in the not-too-distant future. Robots have taken over the earth and are hunting down the last remains of the human race. It's up to you to save them all, while blasting the robots to kingdom come.

When you start you are presented with a screen filled with robots, your Cybotron, and two humans wandering about. Pick up the humans by running over them and blast the robots, while avoiding the obstacles littered around the screen.

You control the game using either one or two joysticks. Two gives true arcade feel — one is used for movement and the other to direct your laser stream. Using one joystick will make the Cybotron fire in the direction he's moving.

The graphics are almost identical to, but slightly larger than the original. The high score table is excellent, with the facility of storing 100 top scorers, just like the original. The sound, too, is similar to its bigger brother, with the right sort of blasting and zapping noises.

There're 100 waves to challenge your reflexes and dexterity to the utmost, and even by wave 10 the going starts to get very hefty!

Rignall Ratings
Graphics 81%
Sound 69%
Arcade feel 92%
Accuracy 86%

JR highscore: 243,000

GYRUSS

Parker Brothers, £24.95 cartridge, joystick only

This classic, albeit expensive arcade conversion, is a superb implementation of the video game original.

It's a fast and furious 3D shoot-em-up as you battle your way back through our solar system to reach Earth. You move round the edge of the screen in a 360 degree arc. Aliens stream out from the centre of the screen and at later levels spiral in from the edges.

Blast them all to progress to a higher wave, each wave getting more and more difficult. After every few waves you have a chance stage to boost your score. Destroy as many of the non-firing aliens as possible to get a bonus. Destroy all 40 of them and get a special 10,000 bonus.

As you get further into the solar system, past Jupiter and Saturn, things start really heating up with a myriad of aliens swirling about, dropping bombs and generally making a nuisance of themselves.

The graphics are faithful to the original, and the sound is a superb rendition of Bach's Toccata and Fugue. There are also all the correct explosive noises, and zoooms as the aliens go over.

Rignall ratings
Graphics 81%
Sound 96%
Arcade feel 90%
Accuracy 92%

JR highscore: 1,328,550

SPACE PILOT

Anirog, £7.95 cass, joystick and keys

Time Pilot was a minor hit in the arcades around 1982. This version provides a good challenge and a good old fashioned blast.

You pilot a fighter jet which flies in any direction through moving clouds, blasting various enemy aircraft. There are five different stages. You start by tackling the biplane fighters of World War I, progress through the monoplanes of WWII, the helicopters and jets of the 70's and 80's and end up with the flying saucers of 2001.

On each level you have to shoot a certain number of planes before a big craft of that period appears. Shoot that to move onto the next period. Paratroopers occasionally appear which you can pick up for bonus points.

Overall, like the arcade version, the sound and graphics leave something to be desired, but are quite adequate. The movement is smooth and the action satisfying.

Rignall ratings
Graphics 61%
Sound 34%
Arcade feel 79%
Accuracy 81%

JR lowscore: 110,000

HESGAMES

Thorn EMI/Hesware, £27.95 disk, joystick only

This one has a different approach to *Summer Games*. Out of the seven events three: 100m sprint, 110m hurdles and long jumps, all require waggling power. Even so, there's still skill involved whilst you're pumping away.

The other events are archery, diving and two categories of weightlifting. These events require timing and quick reflexes, similar to some of the events on *Track and Field* II.

Again this isn't a copy of the arcade machine, and has a different scoring system, but will appeal strongly to its fans, making a nice complement to the Quicksilva/Epyx program.

Rignall ratings
Graphics 86%
Sound 76%
Arcade feel 89%
Accuracy N/A

JR highscore: NA

GUARDIAN

Alligata, £7.95 cass, joystick and keys

One of the best known and most perplexing arcade games, Williams' *Defender*, is cloned in what must be the best version on any micro.

Guardian puts you on a barren two-way scrolling landscape. You have to protect eight humanoids from the six marauding weird and aggressive aliens. Using the scanner, a miniature radar scan of the planet, seek and destroy the hostiles. If you're careless enough to let all your humanoids be stolen then your planet explodes leaving you in hyperspace to battle it out with all the aliens and the very dangerous mutants.

The graphics and sound are totally faithful to the original machine, down to the last pixel. It even contains some of the bugs! You should only play with keys — this gives incredibly realistic 'arcade feel' — even if the novices say that it's better to play with a joystick!

Rignall ratings
Graphics 79%
Sound 47%
Arcade feel 96%
Accuracy 98%

JR highscore: 795,000

PETCH

Anirog, £6.95 cass, joystick and keys

The cute game *Pengo* has quite a few conversions available for the 64. This version from Anirog is the best by far, and is copied down to the minutest detail.

Petch puts you in the snowshoes of a penguin who is having the misfortune of being chased around an ice cube filled playing area. You can shunt the cubes around and sling them at the pursuing Snow Bees, squashing them with a satisfying 'squelch'.

There are also three magic cubes on the playing area: push these together in a line for a 5,000 or 10,000 point bonus. A bonus is awarded for speedy disposal of the baddies and in between screens while your time bonus is calculated a set of penguins will do a little dance for you.

Sound and graphics are identical to the arcade original, even if they are slightly slower. A nice tune, Popcorn, plays throughout the game and doesn't become annoying.

Graphics 69%
Sound 65%
Arcade feel 86%
Accuracy 93%

JR highscore: 197,400

TAPPER

US Gold/Sega, £9.95 cass, £12.95 disc, joystick and keys

The licensed version of the fast and frantic beer-pumping, glass-sliding arcade game.

You are a barman in charge of four bars and of course it's your job to keep the advancing customers happy by sliding them drinks and collect the empty glasses slid back to you. Sounds easy? Not when there are loads of them, each gasping for a drink!

Filling the beer glasses and slinging them down the bars to get rid of the customers is easy on the first level, the cowboy bar. On subsequent levels the punk bar, sports bar and alien bar the going gets really tough with customers pouring through the doors.

In between bars is a great bonus round where you have to remember which can of drink is empty after it's been shuffled around. Guess wrong and you get soaked.

Graphics on this conversion are stunning, large and detailed and great jingles play throughout.

—Rignall ratings—
Graphics 89%
Sound 76%
Arcade feel 81%
Accuracy 93%

JR lowscore: 111,000

MR DIG

Microdeal, £8.00 cass, joystick and keys

The largely uncopied Universal game, *Mr Do*, is represented here in a reasonable conversion from Microdeal.

Although originating from *Dig Dug* it expands on the scenario and provides an exciting and fast game. The idea is to collect all the cherries from their underground patches, or destroy all the monsters. The latter is done either by clearing the earth under large apples causing them to fall on your pursuers in true *Dig Dug* fashion, or by throwing a magic ball at them, which will blow up on contact.

To liven things up the monsters mutate into even worse things which gobble everything including you. On later screens you have a chance to earn extra lives by hitting a special monster labelled with a letter on its chest. Spell out BONUS and an extra life is yours.

This Microdeal release isn't totally faithful to the arcade version, the graphics aren't too hot in fact, but the tune is great. A variety of skill levels make up for the graphics.

—Rignall ratings—
Graphics 61%
Sound 70%
Arcade feel 62%
Accuracy 73%

JR highscore: 563,000

SUMMER GAMES

Quicksilva/Epyx £14.95 cass, £19.95 disk, joystick only

The eight events in this game involve skill, patience and in one instance speed. Some of the events are based loosely around those in *Track and Field* I and II, having the 100m sprint from I and the skeet shooting, pole vault, 100m freestyle swimming and gymnastics of II. Added to this are high diving, 4X400m relay and freestyle swimming relay.

The game doesn't score like the arcade game but you have the option to play *eight* players at once and go for those world records.

Graphically this is a masterpiece: the animation of the runners and the backgrounds of the events are superb. Sound is great too, choose which country you want to be from the wealth of options and if you win the national anthem will be played.

This is not essentially an arcade style conversion but will appeal universally to *Track and Field* fans who like a bit of skill to challenge them.

—Rignall ratings—
Graphics 91%
Sound 79%
Arcade feel 86%
Accuracy N/A

JR highscore: NA

STELLAR 7

US Gold, £9.95 cass, £12.95 disk, joystick and keys

Although not a true copy of the Atari arcade classic, *Battlezone*, this takes the original game one step further.

The original vector (wireframe) graphics are faithfully reproduced in this game and provide an excellent fast and realistic 3D effect. The theme of the game is to blast as many of the alien craft as possible before moving onto the next sector. There are lots of different types of hostile vehicles, radar and gun emplacements and even two sorts of flying craft which are a far cry from the missile, saucer and two tanks in the original.

All the craft vary in intelligence, viciousness and number of shots it takes to destroy them. When a sector is cleared a warp-gate will appear. Go to this and you will be spirited away to the next meanie-infested planet.

The graphics are superb, and there's a fantastic mission briefing session. Sound is disappointing: just a few bleeps and bloops and an ear-wrenching noise when you are being transported to another sector.

Graphics 82%
Sound 31%
Arcade feel 84%
Accuracy 87%

JR lowscore: 7,100

EAGLE EMPIRE

Alligata, £7.95 cass, joystick and keys

Anyone who frequented the arcades a few years ago will remember *Phoenix*. This excellent conversion to the 64 by the author of *Guardian*, and is again accurate to the tiniest detail.

The game puts you against five waves of the Eagle Empire, climaxing with the giant Eagle fortress. The first two screens present you with galaxian-type birds making kamikaze attacks on your craft. The next two screens look harmless at first, just eggs floating about the screen. But! These hatch into giant eagles which swoop and attack you in horrific fashion.

After this is the Great Mothership. Destroy this and move on to the next challenging level.

Sound is pretty disappointing, nothing like the screams and explosions of the original.

—Rignall ratings—
Graphics 63%
Sound 31%
Arcade feel 82%
Accuracy 84%

JR highscore: 59,000

DECATHLON

Activision, £9.99 cass, £19.99 disk, joystick only

Although no true arcade *Track and Field* exists for the 64, there are some derivatives of this game which in a way improve upon the original theme.

Activision's *Decathlon* is probably the one most like the original arcade game. This is definitely a 'raw power' game — the essence is on the speed you move the joystick left and right. The faster you do the better you will score in the 10 decathlon events, although some of the throwing and jumping events also require timing skills.

The graphics and sound are certainly far better than on *Daley Thompson's Decathlon*, although not as good as the more expensive versions from Epyx and Hesware.

—Rignall ratings—
Graphics 78%
Sound 72%
Arcade feel 93%
Accuracy N/A

JR lowscore: 10,958

A complete monthly guide by the infamous White Wiza

ZZAP! adventure



What better place to start than with *Castle Blackstar*, one of the greatest adventures ever to grace the humble Spectrum and now at last on the 64? Using an Infocom-style screen layout, scoring and move counter, this classic text-only adventure has you roving about the 'fantastic' Middle Ages.

I record my early disastrous experiences: After waking from my troubled dreams and being told by a pretty lady that I should go out and find a certain orb for her, I find myself in a dry valley near to a castle. Alas I am also near to a large forest and spend many moves blundering round it. I have no objects to drop and mark my way, having lost them all as (I blush) a penalty for uttering oaths. (This latter is an excellent touch, but programmers really should try to discriminate between foul-mouthed orcs who deserve every punishment they get, and those such as I who let slip only the very occasional improper remark.)

After giving up all hope of escape I accidentally take a wrong turning and stumble upon a gingerbread cottage. My joy is turned to sorrow a few minutes later when I am turned by a witch into a small, pink, wriggling worm! Great goblins alive, I am not used to being treated like this! But luckily, after being eaten by a bird, a goddess, bless her soul, takes pity on me and restores me back to my wise and wonderful self.

Back I go to the castle only to find that the woodland has grown over my previous route and I am back to square one, lost! Never mind, I relish a challenge. I am pleased to report that after a few games I have been able to enter the castle and really get going.

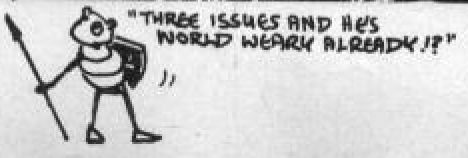
Castle Blackstar has many interesting locations — there are plenty outside the castle as well as within. Indeed in many ways it is up to the standard of most disk-based adventures — both as complex and absorbing. The vocabulary is very good with plenty of opportunity to use more than just two-word inputs. There's also a good line in responses providing variation and interest. Not to mention plenty of sarcastic comments which crop up unexpectedly and are quite amusing.

One annoying feature is that it appears impossible to restore the game to the start position without actually reloading. The White Wizard believes this shows inadequate allowance for human failure, especially in an adventure as difficult as this.

But despite this quirk, *Castle Blackstar* is a really great cassette adventure that should become a classic. I'm expecting my mailbag to expand by a few more inches because of it.

CASTLE BLACKSTAR
CDS, £6.95 cass

Atmosphere	**72%**
Interaction	**79%**
Lasting Interest	**82%**
Value for Money	**81%**



for all 64 owners who prefer games involving typed commands rather than wiggled joysticks.

Next a look at this month's disk-based adventures. I feel I can begin by saying that there's now absolutely no excuse not to buy a disk drive, other than complete, abject poverty.

Let me explain. I have just spent the last seven days in the very back of my cave, isolated from the rest of the world, doing nothing other than to play the latest release from the wonder programmers at Infocom, *Hitch Hiker's Guide to the Galaxy*. My verdict? Absolutely WIZARD!

I feel I have no choice but to tell you about it at length, even though it is vastly expensive and not yet widely available in these isles. My hope is that someone will soon rectify this situation.

Like the other Infocom games, *Hitch Hiker's* has no graphics. Yet it must rate as perhaps the most witty and ingenious, adventure ever. For a start it includes one of the largest vocabularies yet seen by me. Indeed its handling of words is so convincing you often feel you are engaged in genuine conversation with it. The most improbable entries you can come up with are often greeted with appropriate and sometimes hilarious responses. Type 'Kiss Ford' and it responds 'This is a family entertainment, not a video nasty.' Type a command after you've died, and it responds 'You keep out of this, you're dead.'

The descriptions of the locations and of events which take place are also brilliantly witty and perfectly capture the feel of the book on which the game is based.

Another great feature is the Hitch Hiker's Guide itself which, once found, can be used obtain useful or at least humourous information on almost any of the large number of objects and characters mentioned in the game. Even on the rare occasions when it has nothing to offer it comes up with a suitable response such as 'That section of data was destroyed during an office party last night.'

As is the case with all Infocom adventures the packaging of *Hitch Hikers* is absolutely superb. Included in its price, amongst other things, are peril-sensitive sunglasses and pocket fluff(!).



I did not look too becoming in the peril-sensitive sunglasses, which are supposed to protect your eyes from any sort of horror by turning completely opaque at the first sign of danger . . . not the sort of thing a keen and fearless adventurer like me should wear. Mind you, throughout the game you could well do with a pair of these zany specs.

You start the adventure playing the role of Arthur Dent who wakes up on the worst day of his life with a tremendous hangover, a condition the White Wizard is not unfamiliar with after a heavy night on the Pipistrelle '56.

An aspirin, and a few more moments of exploration later and you discover that you are in the same situation as in the start of the Douglas Adams book — a bulldozer is about to knock down your house, and, more importantly, a fleet of Vogon ships are about to destroy the earth to clear the way for an interplanetary highway.

Early problems include how to avoid being killed by a flying brick as your home is crushed, and how to escape the earth's destruction with your friend Ford Prefect.

A basic knowledge of the book is helpful at this early stage, but before long the adventure takes some highly original turns and offers a series of difficult and brilliantly conceived puzzles.

One of the best involves trying to secure a Babel fish from a dispenser in the hold of one of the Vogon craft. You won't believe the deviousness of it. *I* don't believe the deviousness of it. Later still, by discovering and activating an improbability drive, you even find yourself taking on the roles of other characters in the game in completely different time periods, and encountering such beings as the Bugblatter beast of Traal which is so stupid it thinks that if you can't see it, it can't see you.

Needless to say the number of locations is vast, and the game also features a useful scoring system, which often gives clues as to whether you've made a giant step forward or a massive blunder.

With this game's humour, size and attention to detail, it can be only said that it is destined to become one of the all-time classics. All I wish is that someone would get a move-on and start importing it pronto, preferably at a slightly lower price!

HITCHHIKER'S GUIDE TO THE UNIVERSE
Infocom, £30 plus, import only

Atmosphere	**97%**
Interaction	**96%**
Lasting interest	**95%**
Value for money	**74%**

Gilsoft's adventure generator *The Quill* is both the bane and the bounty of adventurers, allowing many more people to create them but unfortunately also allowing the odd tacky adventure to be released.

The Helm isn't one of them. It's an example of a really well put together game providing lots of humour and plenty of depth. Your quest is for the Helm of Immortality and it starts in the surroundings, most unbecoming for this wizard, of a primitive hut.

The major feature of the game is that it's full of really cute responses which alternately inflated and deflated my ego. When waiting for input the computer addressed me as a 'sylph-like cosmic being', 'your absolute brillianceness' and it even said 'I patiently and eagerly await your next wondrous command, O all intelligent one.'

Now this is my sort of computer: obedient, grovelling and slave-like. My beard drooped somewhat however when asking for help or inputting words not in the vocab list. Both are met by unhelpful, if not damned impertinent replies that nearly made me choke on a bat wing.

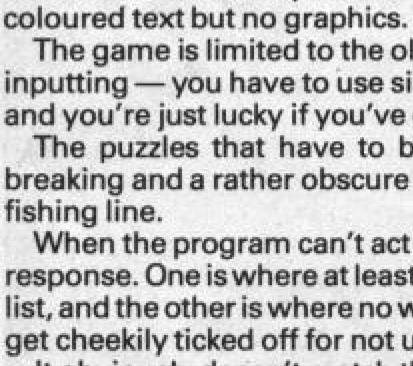
The humour, good as it was, risked being repetitive but I found I just ignored the useless bits of text after a while. The actual location descriptions are usually quite good with coloured text but no graphics.

The game is limited to the old-fashioned two-word inputting — you have to use simple phrases like 'Tie rope' and you're just lucky if you've got the right object to tie it to.

The puzzles that have to be solved include some code-breaking and a rather obscure discovery concerning a thick fishing line.

When the program can't act on an input it has two types of response. One is where at least one word appears in its vocab list, and the other is where no words are recognised (and you get cheekily ticked off for not using the Queen's English).

It obviously doesn't match the more expensive disk-based games but for £2.50 I think it deserves a place in any adventurer's collection, particularly if you enjoy a really sycophantic computer doing your bidding.



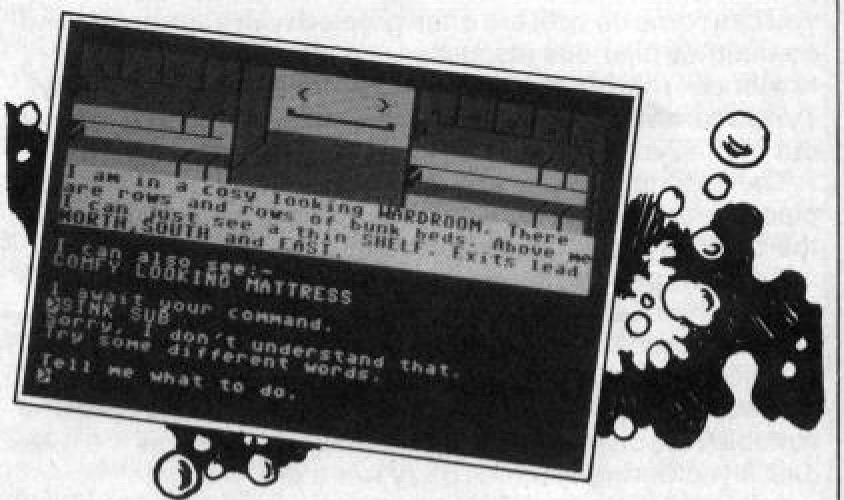
THE HELM
Firebird, £2.50 cass

Atmosphere	**89%**
Interaction	**38%**
Lasting interest	**60%**
Value for money	**73%**

This is the companion adventure to the highly amusing *Helm*, but although it too is written using *The Quill*, and has the same low price, it isn't such good value. The game is set on a submarine and features graphics and sound, although both are on the poor side. It isn't the sort of adventure that will appeal to those hardened and cynical adventurers who tackle such delights as the Infocom series. However it might well suit the younger apprentice wizards, as limited interaction and locations make it quite a simple game.

You take the role of Ed Lines (you're a journalist if you couldn't guess) and you're writing about life aboard a modern submarine. Suddenly (there's always a suddenly) you're attacked, and before you can submerge, the enemy take the whole crew. Luckily you've hidden and have remained undiscovered. Great, until you find that the sub has been sunk. Find the telex room to send a message and you'll be rescued . . . otherwise a watery grave awaits.

The game features graphics, if you can call them graphics. They're very poor indeed, created from the inbuilt Commodore graphic set. They don't add to the game



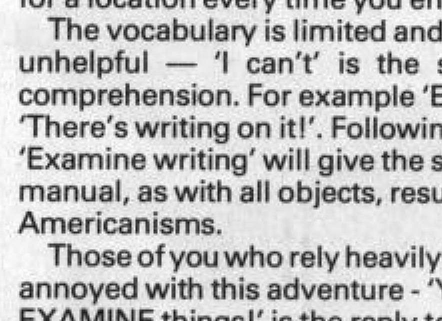
whatsoever. What is more, there is no separate text window - the graphics scroll upwards with the messages.

There are sounds too. These, like the graphics, are horrible. After the opening tune the sound reverts to horrendous pings, pongs and screeches. Worse still, the noises hold up play — you have to wait for the game to go through the sound for a location every time you enter it.

The vocabulary is limited and the responses are very unhelpful — 'I can't' is the standard response for non-comprehension. For example 'Examine manual' gives 'There's writing on it!'. Following that up with 'Read' or 'Examine writing' will give the stoical 'I can't'. Getting the manual, as with all objects, result in 'OK' . . . I do hate these Americanisms.

Those of you who rely heavily on the 'HELP' function will be annoyed with this adventure - 'You're sunk unless you EXAMINE things!' is the reply to every enquiry.

Certainly one which is well fitted to the £2.50 range and overall not *that* bad an adventure, but one that the White Wizard would recommend only to the juniors.



SUBSUNK
Firebird, £2.50, cass

Atmosphere	**46%**
Interaction	**48%**
Lasting Interest	**37%**
Value for money	**42%**

Now for a completely different kettle of fish in the form of *Asylum* from Screenplay. This was originally a text-based adventure with simple graphic displays that first appeared on the ancient Video Genie and Tandy TRS80. It took place inside a maze-like lunatic asylum from which you must escape.

Now it's been released on the 64 the only thing that remains unchanged is the theme. Text descriptions, vocabulary and graphics have all been improved — especially the graphics.

The game starts inside a cell with only a bed, box and television camera for company. Close examination of the box reveals a credit card to be used for unlocking doors.

You move around the maze, not by typed commands, but by using the cursor keys. The maze is shown as a 3D into-the-screen view and the walls scroll about convincingly when turning or moving in screen. This isn't quite what the White Wizard approves of in an adventure game, but there is a fair adventuring aspect to it. Figuring out what to do with the objects found and how to use them is taxing and tricky work.

About the maze there are doors, objects (usually in boxes) and other inmates. The doors are usually locked and must be unlocked with the correct card before opening them. These doors lead to other cells that occasionally house either an object or its occupant (all quite mad!)

Amongst the objects to be found are an axe, a bird costume (!), a bean bag (!!) and several different types of cards for unlocking doors.

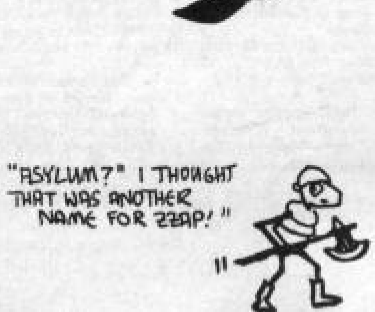
There are a reasonable amount of responses (but nothing outstanding) and the vocabulary is good. There are also some wry humourous touches throughout the game. For instance, I found hacking an electrician to death with the axe proved a successful action, but doing the same thing to a hypochondriac . . . well, it did give me something of a shock!

The White Wizard found that this was one game that needed careful attention to mapping in order to get anywhere as it was easy to lost in the maze. I found the whole thing quite enjoyable but for the high import price, and I think this may appeal more to the more arcade-minded amongst you.



ASYLUM
Screenplay/Softsel, £27.77

Atmosphere	**82%**
Interaction	**73%**
Lasting interest	**75%**
Value for money	**62%**



Wizard's help function

CRYPTIC CLUES

More cryptic clues to tantalize you, and hopefully, help you enter deeper into your adventures. Many thanks to all those who've contributed.

Remember, I'm always waiting for those hints and tips to be sent in. No matter how trivial they may seem to you there's always someone somewhere that will benefit from their publication. Put your tips on the back of a postcard, giving your name and address, the name of the game, a clear and concise description of the problem and the solution in riddle or cryptic form.

Don't forget to also put the solution to your riddle. Sometimes you adventurers can be so obscure, even my most amazing spells will not decipher them!

SHERLOCK

About ten to twelve on Slater Street,
Someone interesting you might meet.
For Monday night the opium den,
Can only be entered by chinamen.

Basil's safe can be done,
Without him firing his nasty gun.
You won't succeed, try as you might,
If opened in the broad daylight.
(Kram Nosak, Wolverhampton)

DUNGEON ADVENTURE

The solution to getting past the carnivorous jelly is a dead loss!

MACBETH

A carpet up a stalk is your key to south of the throne room
(Tony Treadwell, Oxford)

COLOSSAL ADVENTURE

Can't find the Pirate's treasure chest in the maze near the orange column? It's vaguely east-north-west!

CRYSTALS OF CARUS
Annoyed by the troublesome wraith? Get cross with him!
The answer to the riddle is a killer!

THE HITCH HIKERS GUIDE TO THE GALAXY
Worried about the bulldozer destroying your house? A lie might help.
Keep getting killed by a flying brick? What's the rush? Take time to talk, not the towel!

THE HELM
Well, well, well. The stork 'ee likes fish.

CASTLE OF TERROR
Don't lose your head - pin your hopes on locking the wheel with something found in the mill.
Can't climb the stairs from the banquet hall? — those two knights under the hall could do with a swing.
(Tony Treadwell, Oxford)

ZORK I
To cross the falls wave the, oops! - nearly told you, 'cept er, I won't!
(R Garrett, Chelmsford)

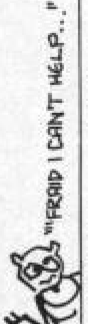
ZORK II
Getting past the lizard head isn't that difficult. In fact it's quite a sweet thing!
The answer to the riddle is . . . Well, I'd better not say directly!

THE HOBBIT
Slow, slow, quick, quick, slow . . . Time your movements carefully to avoid being stung by the pale bulbous eyes.

EUREKA (WAR TIME GERMANY)
The guards have a sweet tooth.
Smoking damages your health.
Get down and dig to the Anvil chorus.
You can blow the bridge from underneath and the eastern side looks inviting before using it.
(Justin Bowyer, Thundersley.

TWIN KINGDOM VALLEY
A legendary beast can be killed with the staff.
A third place medal coloured key will rescue a damsel in distress
Following the royal dame will bring a handy present.
(Nevil Michaels, Hull)

COLOSSAL CAVE
Fragile pottery needs a soft, downey landing.
A three pointed spear will open a tight lipped shellfish.
Don't be fooled by reflections when looking out of windows.
(David McLaren, Edinburgh)



THE HULK
When threatened by ants go blind, deaf, use candle material and hold your hooter.
(Steven Brooks, Bournemouth)

ERIK THE VIKING
Entering the church is easy if you show a little respect.
To enter the ice cave do an impression of Guy Fawkes.
The dogfighters are afraid of themselves so let them see your problem.
Birds of prey may be hungry today.
How do you kill the dogfighters? The mirror can reflect the problem. *(Tony Treadwell, Oxford)*

HEROES OF KARN
A magician's tool and a friend will rid you of annoying spirits.
The witch has a bad case of hydrophobia.
Your friend can use a religious artefact to convert a bothersome bat.
(Brandon Appleby, Sunderland)

CLAYMORGUE CASTLE
A heavenly body is buried by the castle.
It's PLAIN to see that the walls are not all they seem.
The rats SPELL trouble, unless you do first.
Adventurers should disappear if they want to pass a mythical beast.
(Mark Lewis, Worthing)

URBAN UPSTART
Not everything that's thrown away is rubbish.
The local team have nasty supporters particularly if you're in the wrong colours.
Fish and rodent catchers aren't good for you and cheddar disagrees with you.
Civil servants just love coloured sticky stuff.
(Mirza the Wolfhunter, Streatham)

CLEVER CONTACTS

Come all who may! Trouble abounds for many who are stuck in dungeons, pits, forests or are being attacked by foul and unmentionable entities. I'm sure there's many of you out there ready to help them escape their plight.

If you'd like to help them then why not drop your name into the Wizard's clever contacts files? Many poor hobbits, elves, dwarves and even humans will be eternally grateful. All you have to do is put your name, address and titles of the games you can offer help with and send it direct to The White Wizard, Zzap! 64, 1 Church Terrace, Yeovil, Somerset, BA20 1HX. **Make haste! The need is great.**

Remember, if you're taking advantage of any of these offers of help, you must enclose an SAE with your question.

ADVENTURE NEWS •

What? No Doomdark?

My sources in Beyond Software reveal that the release of the 64 version of *Doomdark's Revenge*, follow up to the excellent *Lords of Midnight*, may not now happen. Apparently sales of the 64 version of *Midnight* haven't been as high as expected, so the conversion of the superb sequel to the 64 could well be dropped. A great pity, as the White Wizard was so looking forward to playing it on his 64.

Still, no point in getting too despondent as Beyond have yet another incredibly original and innovative title in the pipeline in the form of *Elindor*. It's described by Beyond as a mix of *Valhalla* and *Lords of Midnight* with text input. It will have a vocabulary of around 750 words and complex input will be possible. There will be interactive characters wandering around as in *Valhalla* and the landscaping technique as used in *Midnight* will feature heavily. (In fact there will be the same number of locations as *Midnight*).

Elindor is being released first on the Spectrum this summer, but should be available on the 64 nearer the end of the year.

Level 9's big red moon

I hear the final part of Level 9's *Snowball* trilogy, *Worm in Paradise* unfortunately isn't due for release until the late Autumn. But the good news is Level 9 have been kind enough to temporarily satisfy my cravings by releasing another slightly-cheaper-but-in-no-way-inferior adventure in the form of *Red Moon*.

The game apparently contains over 200 illustrated locations and is described by Level 9 as a 'moon quest fantasy'. You must recover the Crystal of Xax from a magical castle by using your wits and magic spells. This is the first Level 9 adventure to make a notable use of magic in this form, so I'd better brush up on my incantations. . . .

Flower power book

A new adventure called The Antagonists has just been released by Addison Weley under the Microworld label. Its claim to fame is that it comes complete with a paper back book packed with info about fairies, flowers, insects and other things involved in the game. My curiosity is aroused. A review next time.

American adventure invasion

US Gold have several new releases on their recently formed label, All American Adventures.

Exodus, Ultima III, Mission Asteroid, Ulysses and the Golden Fleece, The Wizard and the Princess, and *Lucifer's Realm* all become part of this new set, but the bad news for disk drive-less adventurers is that they are all disk-based.

Looks like the White Wizard's disk drive will be whirring away long into the night in the coming weeks.

Shoot arrow, kill sheriff

Adventure International UK have acquired the rights to produce a Robin Hood adventure game linked to the recent television series. It will be written by Brian Howarth (one of the White Wizard's favourite adventure game authors) along with graphics by one Tiaman Irnak. This is the same team that programmed the excellent *Gremlins* and will be available nearer to the end of the year.

HELP OFFERED



Quest of Merravid, Heroes of Karn, Empire of Karn, Erik the Viking, Sherlock, Gremlins, Enchanter, Hitch Hikers Guide to the Galaxy, Castle of Terror and lots more . . .
Tony Treadwell, 41 Fernhill Road, Begbroke, Oxford, OX5 1RR.
Tel. (08675) 6670

Heroes of Karn, Empire of Karn, Zim Sala Bim, Ring of Power, Eureka! (Roman), Valhalla
Colin Loosemore, 29 Rufus Gardens, Totton, Southampton, SO4 3TA. Tel. (0703) 871960 after 5.00 pm

Spiderman, Hulk, Voodoo Castle, Pirate Adventure, Mission Impossible, Adventureland, The Count, Quest for the Holy Grail, Hobbit, Classic Adventure, Ten Little Indians
S.A.Williams, 32 Hornbeam Close, Horsham, Sussex, RH13 5NP.

Sorceror of Claymorgue Castle, Nuclear War Games, Heroes of Karn, Empire of Karn, Twin Kingdom Valley, Mystery of Munroe Manor, Crystals of Carus, Witches Cauldron, Gremlins, and most Channel 8 adventures
Mr G.E.Mitchell, 63 Brownlow Street, Haxby Road, York, YO3 7LW. Tel. (0904) 27489 between 10.00 to 1.00 pm and 5.00 and 8.00 pm

Ring of Power, Hobbit, Heroes of Karn, Empire of Karn, Catacombs, Eureka! (Prehistoric), Twin Kingdom Valley, Aztec Tomb, Forest of Doom
Simon Gaunt, 52 Ashburton Close, Adwick le Street, Nr Doncaster, South Yorkshire, DN6 7DE. Tel (0302) 726917 after 4.00pm week days and anytime weekends.

Any Level 9 adventure, Heroes of Karn, Empire of Karn, Hobbit, Valkyrie 17, Witches Cauldron, Urban Upstart, Golden Baton, Arrow of Death parts I and II, Wizard of Akyrz, Circus, Waxworks, Ket Trilogy, Zork I and II, Deadline
Send an SAE with your queries to: Nik Walkland, 84 Kendal Road, Hillsborough, Sheffield, S6 4QH.

Colossal Adventure, Dungeon Adventure, Lords of Time, Snowball, Hobbit
Philip Chan, 7 Rushmead Close, Canterbury, Kent, CT2 7RP.
Tel. (0227) 453911 between 6.00 and 9.00 pm only

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ZAP

ZZAP! COMP

Can YOU discover the Elite secrets?

• Superb trophy and software for the galaxy's greatest space pilots!

Only the best need apply for the great Zzap battle between the nation's most talented players of *Elite*! In association with Firebird Software we're running an exclusive competition to find the greatest experts at this amazing new 3D space game.

To stand any hope of winning, they'll have to be able to outfight any other craft in the universe, trade shrewder than Arthur Daley and above all be meaner than Darth Vader.

The competition requires them to prove themselves in a unique way. Below we have posed six questions, the answers to which can only be discovered by people who have travel to the farthest corners of the universe, brave the most inhospitable areas and go where no trader has gone before.

The FIRST person to crack all six questions will win a unique, specially commissioned Zzap!/Firebird trophy costing several hundred pounds. He or she will also receive the full range of Firebird games for the 64, including all those still to be released this year — and some of those in the pipeline sound pretty tasty! The next THREE people who send us the right answers will win the software, but not the trophy. Now those are prizes worth going for.

As soon as you think you've got all the answers, write them on a piece of paper, together with your name and address and, if possible, phone number. Then post your entry to: Elite Competition, Zzap! 64, 1 Church Terrace, Yeovil, Somerset BA20 1HX.

There's no time limit on the competition but we'll be printing the winners names as soon as the first four confirmed correct solutions are received. We warn you it won't be easy but if anyone is up to the challenge it's the Zzap! readers.

IMPORTANT

- **This competition is open to everyone except employees of Firebird or Newsfield Ltd.**
- **There is no link whatsoever between this competition and the separate Firebird competition which is open to all purchasers of the game.**
- **Questions 2,3 and 4 must be answered in detail.**
- **The winners will be decided by the editor of Zzap in conjunction with Firebird. Their decision is final.**



Six deadly questions

1. As you progress in the game, the message 'Right on, commander' will occasionally appear on screen for a brief moment. How many times does this happen before you reach Elite status?

2. How do you get rid of Trumbles?

3. What are alien items and how do you get them?

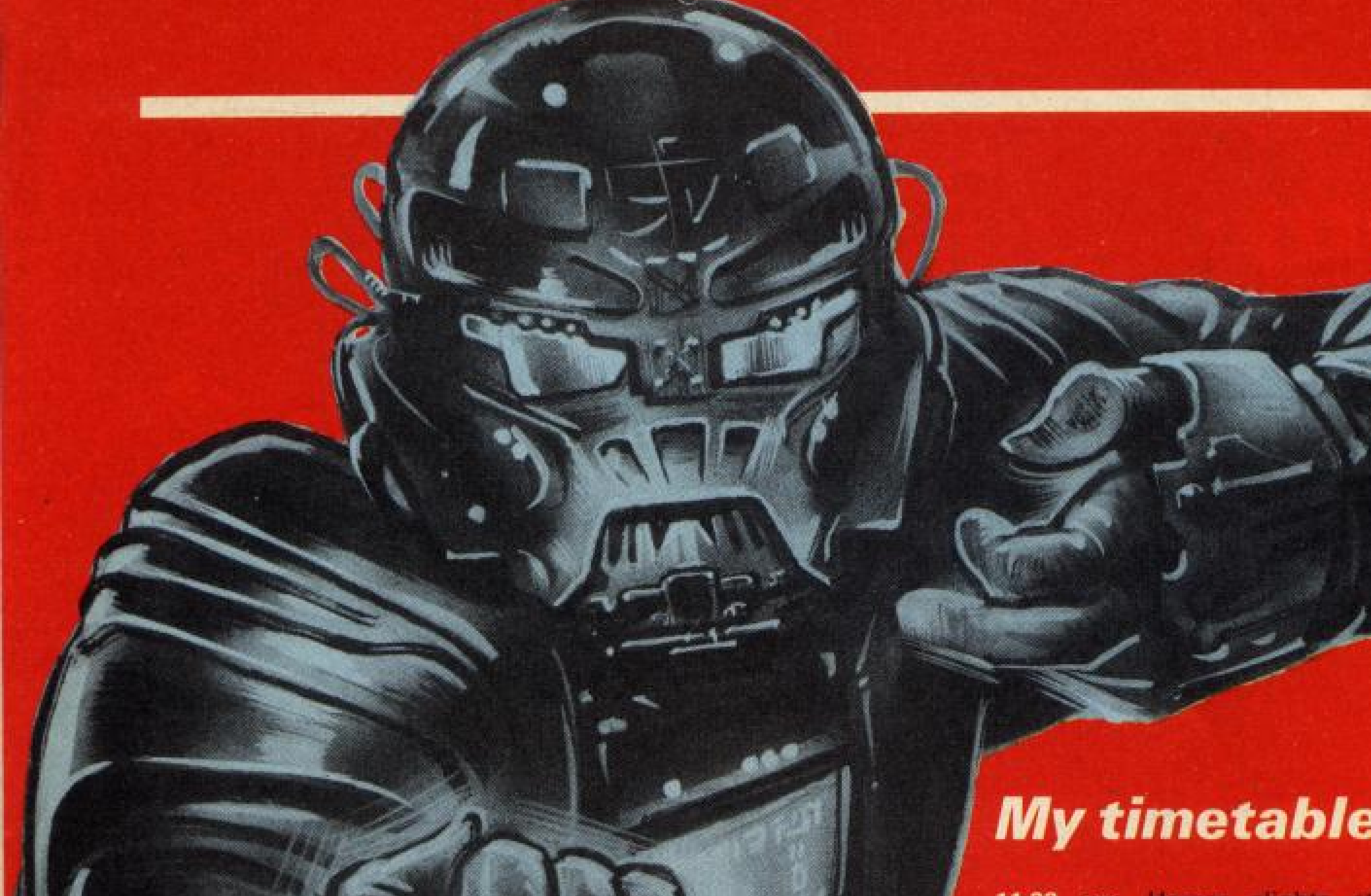
4. What is the second special mission, and what reward do you get for completing it?

5. There is a part of the game called Witch Space where time seems to move faster. It features no planets and no stars, but is teeming with Thargoid craft. The method for entering it is obscure and undocumented. It involves a specific sequence of keys. What is it?

6. What is the answer to this riddle? 'I am a dictatorship, I have lethal water. I am, therefore, for the chop. Who am I?'




ELITE



DESTROYED!

Evil JR blasts the Harper challenge off the road

No, no, no, NOOOOOOO! It cannot be. The accursed Zzap games warrior Julian Rignall has done it again. For the THIRD MONTH RUNNING he has claimed the title of 64 games-playing champ. Swine! Barbarian! My reputation is in ruins. How can I bear to show my mask in public when I have again failed to find a challenger to beat him?

I was so confident, so sure. I had summoned one whom I thought an invincible opponent to replace last month's ill-fated Andrew Clarke, whose scalp now hangs next to the battle-worn Kempston above Rignall's computer. My new challenger had real class.

His designation: Paul Harper of Bury, West Sussex. O level school boy. 64 owner of more than two years standing. Game-playing fanatic.

His mission: to utterly destroy the rumbustuous Rignall on that evil US Gold arcade game Spy Hunter.

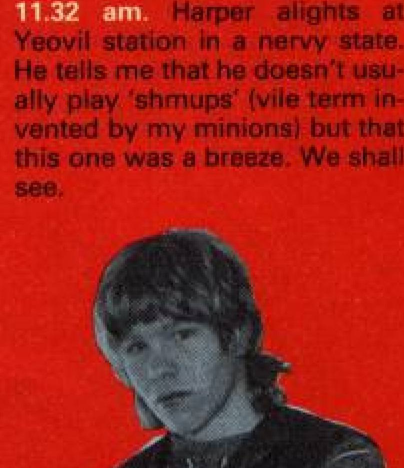
It is true that the champion himself was no mean hand at this particular program, having notched up scores in the hundreds of thousands. Yet that is why I chose this game! I wanted to crush the champion on one of his own choice pastimes, in order to make the defeat all the more bitter! Besides my challenger showed astounding promise. He had notched up over 29,000 on the so-called 'Impossible' Mission, done all five levels on Boulder Dash, passed 100,000 on Suicide Express, and — here's the crunch — comfortably topped a MILLION on *Spy Hunter*. HA!

What is more I had not left events to chance but had availed myself of a delicious underhand tactic. Read on . . . .



My timetable of bloodshed

11.32 am. Harper alights at Yeovil station in a nervy state. He tells me that he doesn't usually play 'shmups' (vile term invented by my minions) but that this one was a breeze. We shall see.



12.20 pm. Safely esconced in the Zzap attic, but still looking nervous, my challenger reveals that his all time favourite game is *Boulder Dash*. A brain wave. I load up a copy of the follow up *Rockford's Riot*, and purchase for him a succulent light lunch. My strategy works. A few screens of the new game, a few mouthfuls of food and he visibly relaxes.

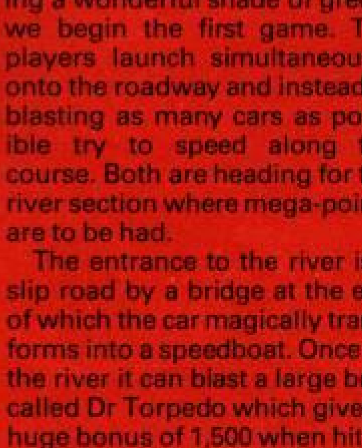
12.45 pm. Rignall arrives very, very late, and I chortle in glee. His face is green. This is the result of attending a US Gold press function the day before and eating poisoned chicken legs. Poisoned by me! HA! My plans have gone well so far. He is hardly in a fit state to play.

1.28 pm. Harper abandons *Rockford's Riot* in favour of a practice on *Spy Hunter* itself. The game takes place on a downward scrolling road, the object being to bump and blast enemy cars off the road for points, while avoiding being destroyed oneself at all costs. Aha . . . young Harper looks MEAN.

1.33 pm. The champion asks: If I throw up half way, can we replay? I refuse to reply, but merely restate the ground rules. The contest will be fought over the best of three games of Spy Hunter, the winner in each case being the first to 100,000 points. Fast scoring is the key.

1.35 pm. With Rignall still looking a wonderful shade of green, we begin the first game. The players launch simultaneously onto the roadway and instead of blasting as many cars as possible try to speed along the course. Both are heading for the river section where mega-points are to be had.

The entrance to the river is a slip road by a bridge at the end of which the car magically transforms into a speedboat. Once on the river it can blast a large boat called Dr Torpedo which gives a huge bonus of 1,500 when hit.



● A sick expression as Rignall remembers those chicken legs. Alas, my poison wasn't strong enough.

CHALLENGE

1.36 pm. Sickness! Frustration! Rignall is in the lead. He hits the water first after 1 minute 8 seconds of play. Harper follows 30 seconds later, having lost a life on the road, the fool!

1.37 pm. Rignall has a comfortable lead. He passes the 50,000 mark after 2 minutes 37 seconds of play.

1.38 pm. Wait! Harper is starting to make up for his early error and is boat-blasting furiously as I urge him on. The gap between the two narrows to five thousand points as they race past ninety thousand. He can do it! He can do it! No he can't....





With 3.28 on the stopwatch Rignall sneaks home six seconds ahead and with no lives lost. I curse myself for failing to use a stronger poison.

1.42 pm. Harper is disappointed by his narrow loss, but a determined look comes into his eyes as game two begins. He streaks along the road like Concorde and the Batmobile rolled into one. But JR too is zipping along.

1.43 pm. Rignall hits the water, 7 seconds ahead of the challenger. But just as I prepare to sink my laser axe into his neck, he causes me an ecstatic moment by losing a life. That means valuable seconds WASTED.



● Not a smile in sight as the action hots up.

1.44 pm. ANOTHER life gone, and JR's in trouble — I start to enjoy myself.

1.45 pm. Harper is making the water boil with exploding boats and I hop about in joy as he tops 100,000 in 3.31 with still six lives left. Rignall, back on 60,000 is looking really sick and with a feeble trembling hand hits the reset key in a gesture of defeat. I've got him, I've got him.

1.47 pm. Complete silence in the attic, as tension mounts for the start of the decider.





● He came, he saw, he conked out. Paul Harper experiences the despair of the defeated.

1.49 pm. JR looks very, very worried as the final game starts. Glee and delight! Harper is doing magnificently!

1.50 pm. Harper's in the lead, 4850 to 4675 — and he's first to hit the water and begin the big points. HA! JR bungles and loses a life! And another!

1.51 pm. It's 46,485 to 25,670. JR is right out of it, having lost a third life! I prepare to crack open my last bottle of 1975 Domestos to celebrate.

1.52 pm. Great, bulbous Martians ... what's Harper doing?! He's died at the wrong spot and been forced back on the road where the scoring potential is much lower. Oh agony! Oh folly! Rignall is catching up, 68 thousand, 69, 70, 71 ... he's overtaken Harper's score!! I wince visibly as two cars with rotating switchblades on their wheels sandwich the luckless challenger and send his car spinning off the top of the screen.

1.53 pm. Wait! Rignall too has been forced back on the road. But his score is already 91,080. Harper, back on 72,000 fights his way through a desert landscape being harassed by a helicopter dropping bombs, and at last returns to the water. The points pile on again - 80 thousand ... 85 ... 90 ... come on, Harper, come on! DISASTER! Harper's boat hits a mine and explodes. Rignall, who can't see the other screen, takes a bridge under immense pressure, weaves, swerves, brakes and ... squeezes past 100,000 after 5 mins 45 seconds of play. It's over.



2.22 pm. Harper is banished from my sight forever with only copies of *The Quill* and *Entombed* to console him. For me there is no consolation. I feel very, very ill. (JR appears to have staged a remarkable recovery.) Next month, JR, next month — just you wait....







The Scorelord speaks



They did not lie

Last month I drew attention to two scores which I was extremely suspicious about and poured scorn on the two unfortunates who sent them in. Both these people have since protested their innocence to me as a result of which I the Scorelord proclaim the following:

1. Paul Broadway of Andover, Hants who sent in a score of 252,600 on POLE POSITION is NOT a liar, despite the fact that this score is utterly impossible on the US Gold version of the game — his score was produced on an earlier version unreleased in Britain which (he now realises) has certain crucial differences. Cosmic apologies, O Paul, but only US Gold/Datasoft Pole Position scores from now on, I pray.

2. Mrs M Chuda's claimed score on IMPOSSIBLE MISSION of 29,959 I now have no doubts over at all. Instead I congratulate her on her fine-tuned understanding of this game.

The situation on Impossible Mission high scores is extremely confused even for my infinite intelligence. There are slight differences between disk and cassette versions of the game, plus, what is worse, at least one suspect technique for obtaining truly mega-scores. This technique came to light after I had received a good number of scores over the 30,000 mark, which I considered quite impossible for a normal game where the rooms, robots and puzzle pieces have been completely reset at random. HOWEVER, it has been brought to my notice by a Mrs O Brentnall of Derbyshire galaxy, that the FIRST game one plays is often the same every time. Therefore a player can get to know exactly where all the pieces are and tear through the game going only to the correct 36 pieces of furniture. Indeed it's possible that some players use this method without even realising it!

In addition, on some copies of the game, it is possible, by judicious use of the RESTORE key to return to the same game layout again and again, fine-tuning your technique to an otherwise impossible extent.

Bear these points in mind on reading the new Impossible Mission high scores. For a truly random game in which each room must be explored in full, scores over about 27,500 are astonishingly good.

My monstrous mail bag

The hordes of heroes sending their scores to me have increased to alarming levels. High score quality is improving rapidly too, although I note with distaste that the Zzap upstarts continue to hold high positions on several games. I eagerly wait the scores which will consign them to oblivion.

Enquiries from one Anita Weston about Quo Vadis have added to my concern about this game. She is one of the many who have now completed it and has sent off her solutions to the riddles to The Edge in hope of winning the prize sceptre. Three letters she's written without, so far, reply. Alas, this game and its solution have caused much sorrow and frustration throughout the land, the true solution, if there is a true solution, being too obscure even for a being of my uncountable IQ. The only consolation is that if the game is not solved until October, The Edge have promised that the winner will then receive £30,000 as well as the sceptre . . .

Following my comment last month, I am grateful for a communication from Mrs Barbara Brewster of Gloucester who assures me that there ARE plenty of female humans who are competent game players, herself included. This is wonderful. You never know . . . a female could well be called down to challenge and crush the Zzap! champ — I cannot conceive a greater humiliation . . .

Finally I must draw attention to the vast quantities of digital, inter-galactic electronic mail I am now receiving in praise of my good looks, powerful dark features, etc. It is extremely soothing to my brain to receive such comments. I congratulate both authors on their accurate observations . . .

SCORELORD'S SUPERSCORERS

ANCIPITAL (Llamasoft)
16,838,000 Norbert Grey, Drumcondra, Dublin.
16,034,170 Wulf Grimbly, London.
10,101,000 Gary Penn, Zzap!

AIRWOLF (Elite)
43,291 Brain Cronin, Derby.
21,610 Larry McGeary, Bishopston, Bristol.
16,950 Matthew Jones, Pwllheli, Gwynedd.

BLUE MAX (Synsoft/US Gold)
13,520 Philip Desmond, Chelmsford, Essex.

BLACK THUNDER/SUICIDE EXPRESS (Quicksilva/Gremlin Graphics)
59,630 Gary Patterson, Northumbs.
56,170 A. Carter, Camberley, Surrey.
55,370 Tom McKee, Ross-Shire.

BEACH HEAD (Access/ US Gold)
498,600 Michael Turner, Brierly Hill, W. Midlands.

BUCK ROGERS (Sega/US Gold)
565,600 Julian Rignall, Zzap!
378,000 Richard Downer, Sharnbrook, Beds.
352,600 David Carter, Yeovil, Somerset.

BEAM RIDER (Activision)
52,184 Stephen Minikin, Whitley Bay, Tyne and Wear.
48,880 Anurag Sharma, Gateacre, Merseyside.

BOUNTY BOB (Big Star/US Gold)
79,675 Julian Rignall, Zzap!
68,358 Jonathan Rignall, LLangeitho, Dyfed.

CAD CAM WARRIOR (Taskset)
3,251 Philip Desmond, Chelmsford, Essex.
1,181 Sam Doust, London.

CAULDRON (Palace)
160,000 Darren Smith, Bury St Edmunds, Suffolk.

CLIFF HANGER (New Generation)
29,600 G. Patterson, Northumbs.

CYBOTRON (Anirog)
386,200 M. O'Reilly, Rishton, Lancs.

DEFENDER (Atarisoft)
3,000,150 Julian Rignall, Zzap!
2,628,125 Jason Page, Swindon, Wilts.

DAVID'S MIDNIGHT MAGIC (Ariolasoft)
1,222,210 Malcom Stretton, Berkhampstead, Herts.

DROPZONE (UK Gold)
1,008,330 Julian Rignall, Zzap!
338,160 Gary Penn, Zzap!
135,750 Bob Wade, Zzap!

ENCOUNTER (Novagen)
320,000 Julian Rignall, Zzap!
283,200 Bob Wade, Zzap!
213,400 Graeme Mottram, Boston, Lincs.

ENTOMBED (Ultimate)
Completed 0.50 Gary Penn, Zzap!
Completed 1.05 Julian Rignall, Zzap!

FORT APOCALYPSE (Synsoft/USGold)
89,950 Julian Rignall, Zzap!
80,000 Brian Osbourne, Artington, Guildford.
75,800 Philip Desmond, Chelmsford, Essex.

F15 STRIKE EAGLE (Microprose/US Gold)
70,350 Keith Rippon, Bailrigg, Lancs.
38,850 Stephen Minikin, Whitley Bay, Tyne and Wear.

FORBIDDEN FOREST (Cosmi)
398,306 Larry McGeary, Bishopston, Bristol.

GYRUSS (Parker Bros)
1,784,550 Julian Rignall, Zzap!
1,369,150 Mrs R. Nicholson, Kimberworth, Rotherham.
1,103,250 Jason Wier, Warwick.

GHOSTBUSTERS (Activision)
(1 game, starting on $10,000)
44,900 Bob Wade, Zzap!
43,600 Karen Allaway, Haywards Heath, Sussex.
42,900 Rachel Watson, Aberystwyth, Dyfed.

GUARDIAN (Alligata)
795,350 Julian Rignall,Zzap!
467,350 Khalid Mirza, London.
396,750 M. O'Rielly, Rishton, Lancs.

GOGO THE GHOST (Firebird)
77,701 Richard Andrews, Stonleigh, Surrey.

H.E.R.O. (Activision)
245,886 Martin Trickey, Bideford, Devon.
218,490 Chris Price, Newport, Gwent.

IMPOSSIBLE MISSION (CBS)
30,653 J Clair, Tyne-and-Wear
30,524 M O'Reilly, Rishton, Lancs
30,100 R Baines, London

INDIANA JONES (US Gold)
13,200 Stuart Muir, Broughton, S. Humberside.



Bugs and cheat modes

There are special methods on some games for getting monstrous scores, and it is sometimes difficult to rule whether such techniques are legal or not. Obvious cheat modes such as typing GOATS in *Revenge of the Mutant Camels* or RED in *Zaxxon* are clearly not allowed. Certain other techniques such as shooting the on-screen bonuses on the tank stage of Beach Head for a massive extra score, are fully legal. On certain other games I have yet to make a ruling.

It is essential therefore that if you do get scores through bugs, cheat modes or other special techniques you must SAY so, along with any other details about your scores. It is quite possible your score will be valid. But I MUST have full details or nagging doubts will enter my mind ... A letter accompanying the form will be very useful.

One final word about that annoyingly popular battle-tool, the Quickshot II, which features an automatic rapid fire facility. In my view using this is wimpish. In my days at the Proxima University of Video we were compelled to *use* our index fingers — ALL true video fighter use only a manual fire button. The rapid fire wimps will not be expelled from the high score tables, but from now on they MUST STATE on the entry form whether they have used this technique.

JAMMIN' (Taskset)
411,922 Tim Burnett, High Wycombe, Bucks.

KONG II (Ocean)
551,600 Bob Wade, Zzap!
427,685 Jonathan Bethell, Eaton Bishop, Hereford.
425,000 Glen Hendry, Paisley.

MAMA LLAMA (Llamasoft) 1,128,119 CF93 Wulf Grimbly, London.
898,924 CF157 Philip Merchant, Bristol.
806,478 CF158 Dave Hall, Cambeley, Surrey.

QUO VADIS (The Edge)
2,750,650 Michael Shaw, Dukinfield, Cheshire.
1,665,800 Tom McKee, Ross-Shire.
1,469,100 D. Davies, Altrincham, Trafford.

POLE POSITION (US Gold)
129,650 Julian Rignall, Zzap!
117,300 Terry Bailey, Pencuick, Midlothian.
112,050 Mattew Barratt, Beds.

PITFALL II (Activision)
199,000 Richard Jackson, Loughborogh, Leics.

PSYCHEDELIA (Llamasoft)
'A very pretty pattern indeed' Alan Green, Berkhampstead, Herts.

POOYAN (US Gold)
128,000 Rachel Watson, Aberystwyth, Dyfed.

PASTFINDER (Activision)
380,190 Jonathan Bethell, Eaton Bishop, Hereford.
342,690 Paul Montague, Eaton Bishop, Hereford.
93,010 Alan Ireland, Currie, Midlothian.

POSTER PASTER (Taskset)
61,300 David Cutting, Grimbsby, S. Humbs.

ROCK 'N' BOLT (Activision)
$4,586.85 Stuart Hine, Green Penn, Bucks.

RIVER RAID (Activision)
418,510 Stephen Healy, Blackburn, Lancs.

RAID OVER MOSCOW (US Gold)
329,750 Gary Penn, Zzap!
320,500 Darren Casker, Bargoed, Mid Glamorgan.
310,000 Julian Rignall, Zzap!

ROLAND RAT (Ocean)
43,050 Gary Penn Zzap!
42,350 Bob Wade Zzap!

SUPER PIPELINE II (Taskset)
111,568 Gary Penn, Zzap!
109,752 Rachel Watson, Aberystwyth, Dyfed.
103,682 Julian Rignall, Zzap!

SPY HUNTER (US Gold)
1,087,510 Darren Eaton, Horwich, Bolton.
793,485 Andrew Carter, Stockton-on-Tees, Cleveland.
700,550 Stephen Birchall, W. Sussex.

STAR WARS (Parker Bros)
36,000,000 Paul Johnston, Earlston, Berwicks.
12,987,562 Julian Rignall, Zzap!
11,300,241 Darren Wagstaff, Saeford, Sussex.

SON OF BLAGGER (Alligata)
128,280 Lee Mellor, Blackburn, Lancs.
98,000 Dirk Lee, Andover, Hants.

SLINKY (Cosmi)
100,000,000 Julian Rignall, Zzap!
918,000 Zeno Winkens, Curracloe, Co. Wexford.

TAPPER (Sega/US Gold)
1,002,250 Brian Cronin, Derby.
819,100 Shaun Noble, Chelston, Torquay.

TRASHMAN (New Generation)
27,399 Stephen Watson, Birtley, Co. Durham.

TOY BIZARRE (Activision)
579,330 Mrs D Renny, Hornchurch, Essex.
519,640 Michael Renny, Hornchurch, Essex.

UP 'N' DOWN (Sega/US Gold)
175,360 Jason Rogers, Redcar, Cleveland.
165,210 Bob Wade, Zzap!

How to enter your challenge

1. State games and scores clearly on the form provided (or a close copy). You can give fewer than four games if you wish.
2. State level achieved at the end of each game, either the wave number (if possible), rating or some indication of how far you went into the game along with the time taken to complete the game.
3. In the space provided write further details about the game which might help to confirm your score. If it's an arcade adventure then write the percentage and if it has a time limit or bonus then state how long was left and what bonus was awarded. Other details include things like the game crashing because of the high-score achieved or whether the game resets at a certain point. Any other relevant details will be useful.
5. Post your entry to: Zzap Challenge, Zzap! 64, 1 Church Terrace, Yeovil, Somerset BA20 1HX.

Yes, I'm ready to challenge the Zzap champion on the following games.

Game.. **Score**.................... **Level reached**.................. **Time taken**......................
Other details..

Game.. **Score**.................... **Level reached**.................. **Time taken**......................
Other details..

Game.. **Score**.................... **Level reached**.................. **Time taken**......................
Other details..

Game.. **Score**.................... **Level reached**.................. **Time taken**......................
Other details..

Did you exploit any cheats, bugs or special techniques (inc. auto rapid fire) to obtain any of these scores? (Yes/no) ... (If 'Yes', give full details on a separate piece of paper.)

I promise these scores are genuine. Signed ....
Name...
Address ....
Post code..........................
Telephone number (if poss)..........................



MINTER-

The freakiest columnist in the universe.

128 — split personality?

Recently I was out at the Hanover show (demonstrating *Atari Colourspace* on the Atari stand) and I had decent chance to check out all the latest stuff from Commodore and Atari.

The new Commodore machine, the 128, I really don't know what to make of it ... it looks good, zarjaz keyboard, futuristic styling, and quite a bit of memory. In 128K-mode it certainly makes up for a lot of deficiencies on the 64: the BASIC is well extended with loads of disk commands (how kozmic to be able to have a DIRECTORY without losing your program) and all the graphic commands from the old Vic Super Expander (remember the Vic?) with some sprite ones added, and a load of other commands for this'n'that.

There's also a monitor in ROM much like that in the C16/Plus 4 (which were allocated only a teeny bit of the Commodore stand ... were Commodore ashamed of them, or did they just want everyone to forget all about them and go look at the C128 instead?)

With its Z80 second processor, the 128 also supports CP/M (*an operating system which runs business software*). But the main point is that can emulate the 64 totally. (Go into 64 mode and even System Reset behaves exactly as on the 64!) So all 64 games run without fault on the 128 — and the trouble is, are any software houses actually going to use that extra 64K (and thus cut off the possibility of selling to existing '64 owners) or are they just going to go right on writing 64 progs for 128 owners to run in 64 mode? Business progs may be expanded to use the extra RAM, but I think most games authors are going to stick to the 64.

So you only really end up getting the full benefit of the 128 if you're a businessman who likes the occasional 64 game, and has a genuine desire to run CP/M. Games people who want the extra RAM might be better off going for the Atari 130XE which has 128K and costs about half the probable price of the 128 (you're not paying for a CP/M option you'll never use). Still, a lot depends on pricing ... the 128 at £200 would be really good, but if you ask much over £300 you might as well pay the extra and get the new 16-bit Atari, the 520ST, a machine I can't wait to get my hands on — you could spend a whole year just writing one game for it and still not fill up that 512K!

Beastly bits and pieces

● PSYCH fiends out there, you should turn on to Activision's *Master of the Lamps* in a dark room. The flying sequence on that game is really good — sort of a 3D tunnel effect done by the simplest sprite manipulation, but really effective. The second half of the game is a fairly soporific version of that Simon game we all wrote when we were learning to program, but it's only really there as an interlude between flying sequences. Music's not bad either. The guy who wrote it was interviewed in the US press about his next game, he said it'd be 'psychedelic' ... Fact is, if it's still going to be a GAME, then he's missed the point ....

● I'm not normally one for platform games, but I've been playing *Bounty Bob Strikes Back* for old time's sake. I had *Miner 2049'er* on my Atari years ago, before all those nauseating plagiarists destroyed the genre totally by flooding our computers with endless ladders and platform derivatives. If you liked *2049er* and are not terminally naffed off with the whole scene, then you'll love *BBSB*, 'cos it's more of the same with more monsters, more rooms, more control over both Bob and the game's parameters, and the most amazing hiscore sequence, ever.

● There's another good 'caverns' jumping game around in the States at the moment called *Montezuma's Revenge*. It's really well programmed and full of excellent little humorous touches (like going up in a large puff of smoke if you jump in the fire). Look out for it.

● Anyone seen that *Tir Na Nog*? I think they should've called it 'Neil Goes Shopping' or something, because the main figure really does look a lot like Neil. I can imagine the text: 'Oh no, here's an axe, oh, really bad karma, better take it though, oh wow it's really HEAVY man ....'

● We've been getting stuck into *The Empire Strikes Back* — I've had my *Star Wars* arcade booth upgraded to run the new game, and it's totally zarjaz. The first bit's a fast snowspeeder ride over the surface of Hoth blasting Imperial Probots, the second bit is *Attack of the Mutant Camels*-in-3D with bonus points for trick flying between the camel's legs, the third bit is Tie-Fighters in space, and the last bit is a demonically difficult asteroid field (and you *can't shoot the asteroids!!*)

● Then that Darth appears to tell you just what he thinks of you and it's back around for more-of-the-same-but-harder. The speech synthesis is really excellent ... check out your local arcade for the conversion, it's well worth a few 10p's.

● You should check out some of the MSX stuff out of Japan ... I know the MSX tech spec is pretty naff when compared to our own 64, but games like *Rollerball, Pinball, Hole-in-One Golf* and *Yie-Ar Kung Fu* are being written with the sort of attention-to-detail and utter playability you'd normally associate with the arcade. (Probably because the games are being written by people like Nichibutsu and Konami who already write genuine arcade games). MSX is alright just so long as you don't ask it to scroll, but I think I prefer the good 'ol 64 somehow ....

World's worst/greatest game

Whilst coming home from (amongst other places) Egypt (where I learned to ride a camel), I came across what must surely be the Worst Video Game ever to make it into an Arcade machine. It's BRILLIANT. I'm almost considering buying one, it's just SO BAD you won't believe it.

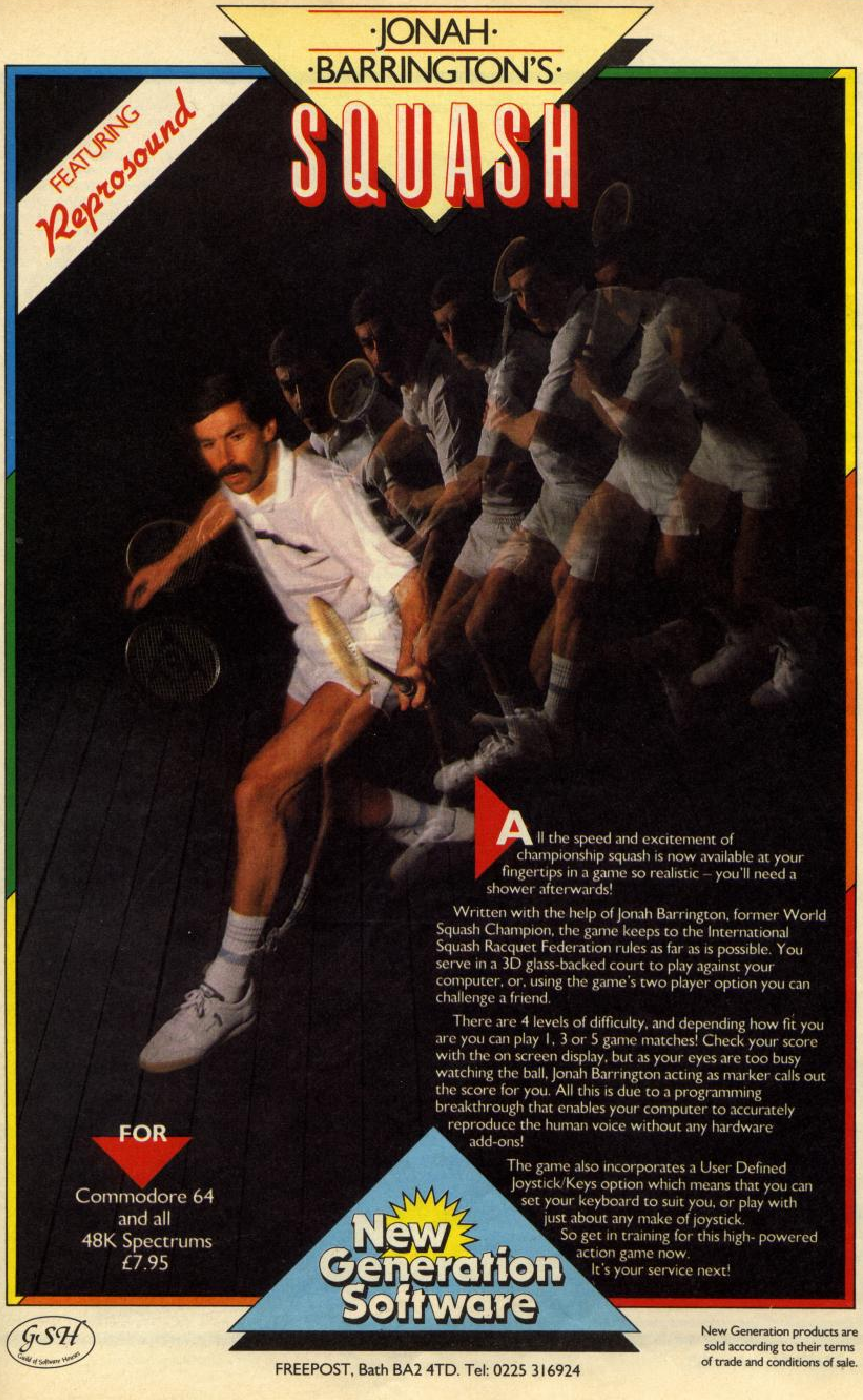
It's in Heathrow Airport — go out and see it, it's worth the fare just for the laugh you'll have when you see it ... It's called 'Caverns' (or 'Canyons' or something of that ilk) and it's apparently running on a converted *Galaxian* board ... although when you see it you'll think it's actually a ZX81 with a colour board ... There's these caverns, y'see, made up of great blocks with what appear to be (hee hee) BRACKETS along the edge of them, all scrolling down the screen with the most amazingly jerky chunk-res scroll — anybody'd think they'd never even HEARD of our Tony Crowther — and all the while great swathes of colour move in a random fashion down the display ... you get a spaceship sprite which fires bullets at saucers in the caverns which oscillate from side to side in a really amazingly interesting manner ... if you shoot a saucer it turns into an explosion sprite which for some reason crawls sideways off the display ... then you get to a bit of cavern that's really too thin for your ship but it doesn't matter, 'cos the collision detect is so naff you can pass through the walls unharmed sometimes, and at other times you'll be well clear of the brackets but still blow up, anyway ...

Oh yeah, when you blow up, you turn into guess what? TWO explosion sprites, which BOTH crawl sideways off the display ... You have GOT to see this game, it could get a cult following. I played several games just to convince myself that anything so dire could really exist, but go to Heathrow and see for yourself. You'll have the most amazing laugh ... I mean forget the £1.99 megacheapies, if you thought they were dire just go play Canyons ... maybe someone should (hee hee hee) apply for the home computer rights ... trouble is there probably isn't a software house in the UK capable of programming badly enough to do the game justice ...

Anyway cheerio 'till next time, don't believe the ads, the reviews or the charts, learn machine code, be creative, write your OWN games, and keep on Zappin'. Go to Heathrow, too, and play Canyons ...

"HONESTLY-THESE CAMELS - I'M SICK OF 'EM..."




·JONAH·
·BARRINGTON'S·
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All the speed and excitement of championship squash is now available at your fingertips in a game so realistic – you'll need a shower afterwards!
Written with the help of Jonah Barrington, former World Squash Champion, the game keeps to the International Squash Racquet Federation rules as far as is possible. You serve in a 3D glass-backed court to play against your computer, or, using the game's two player option you can challenge a friend.
There are 4 levels of difficulty, and depending how fit you are you can play 1, 3 or 5 game matches! Check your score with the on screen display, but as your eyes are too busy watching the ball, Jonah Barrington acting as marker calls out the score for you. All this is due to a programming breakthrough that enables your computer to accurately reproduce the human voice without any hardware add-ons!
The game also incorporates a User Defined Joystick/Keys option which means that you can set your keyboard to suit you, or play with just about any make of joystick.
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GRIBBLY'S DAY OUT

Hewson Consultants, £7.95 cass, joystick only

- **Colourful, addictive arcade game of great character**
- **16 scrolling landscape areas, excellent control feel**

This is one of the most original, cute and playable games to hit the 64 this year. It features a tremendous new character in Gribbly Grobbly and lots of ingenious ideas.

Gribbly's task is to rescue, one at a time, eight baby 'gribblets' from the surreal landscape and place them in the safe haven of a cave. If he succeeds he tries again on a new piece of landscape — there are 16 in all, each one much larger than the size of the screen picture which scrolls smoothly to follow the action.

Gribbly has one big foot, two bulging eyes and a big mouth. He can hop relatively safely around the ground or levitate and float about. The gribblets are located on flat stretches of land and Gribbly has to find them and pick them up. The pieces of flat land are often very small or hard to get at and can float unsupported in mid air.

Gribbly survives on his reserves of psi energy which are depleted every time he collides with one of the numerous hazards about. The jagged landscape is one of the biggest difficulties because while levitating you can run into any rough surface, trees, bushes, cans or pools of water.

Another energy-sapping danger is the triangular web which occupies large areas of the screen. However Gribbly, by careful manoeuvring over special switches, can turn on and off sections of the web, and on some levels this is essential to open up areas of the screen. The web will also disappear completely when you only have one more gribblet to collect, allowing you free movement. This is a mixed blessing in that a dangerous, crab-like creature called

Life on Blabgor

The cassette is accompanied by an extremely entertaining little booklet outlining the scenario behind the game.

The action, you read, is set on the planet BLABGOR and Blabgorians such as Gribbly have large heads and only one foot because their large quantities of psychic energy (obtained from a psi-bank) allow them to levitate and carry things without hands.

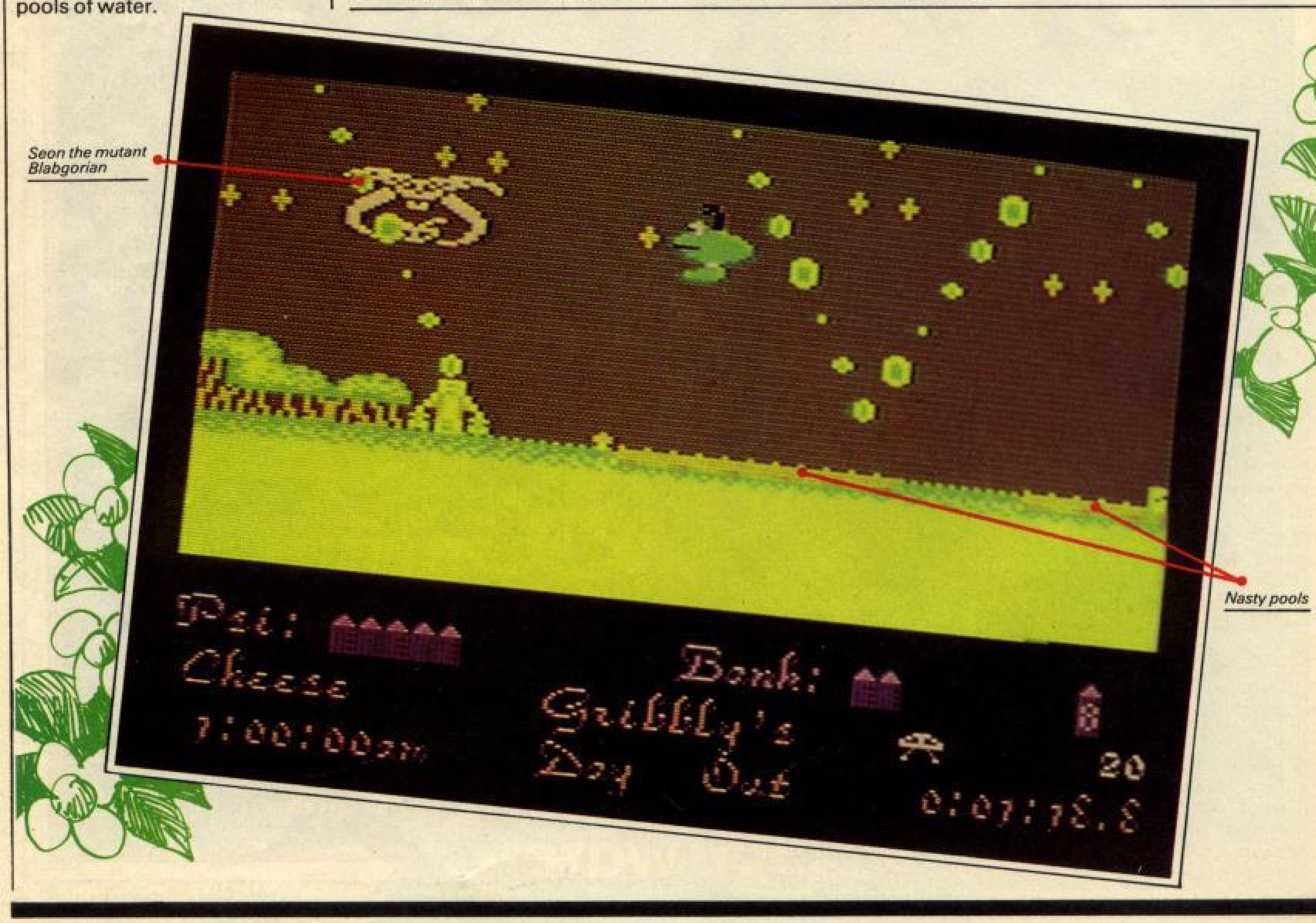
SEON is a mutated Blabgorian who absorbed evil psi thoughts when setting up the psi-bank and the web was created to control this insane being.

Needless to say each mutation has its own moronic speciality: SEED PODS forget they can be bubbled, TOPSIES can't see and they have inferiority complexes over their lack of a brain (which is why they want to capture gribblets), and STOMPERS blunder around falling off cliffs and drowning in pools because they think they're clever and don't trust their sense of touch.

For once the humour of the scenario is perfectly captured in the actual game-play.

This game is unashamedly cute and benefits greatly from it. The scenario, control methods and characters make it tremendously original and terrific fun to play. The graphics are excellent and very distinctive and the sound effects delightful. The levels get really tough and all this combined makes a brilliant game.

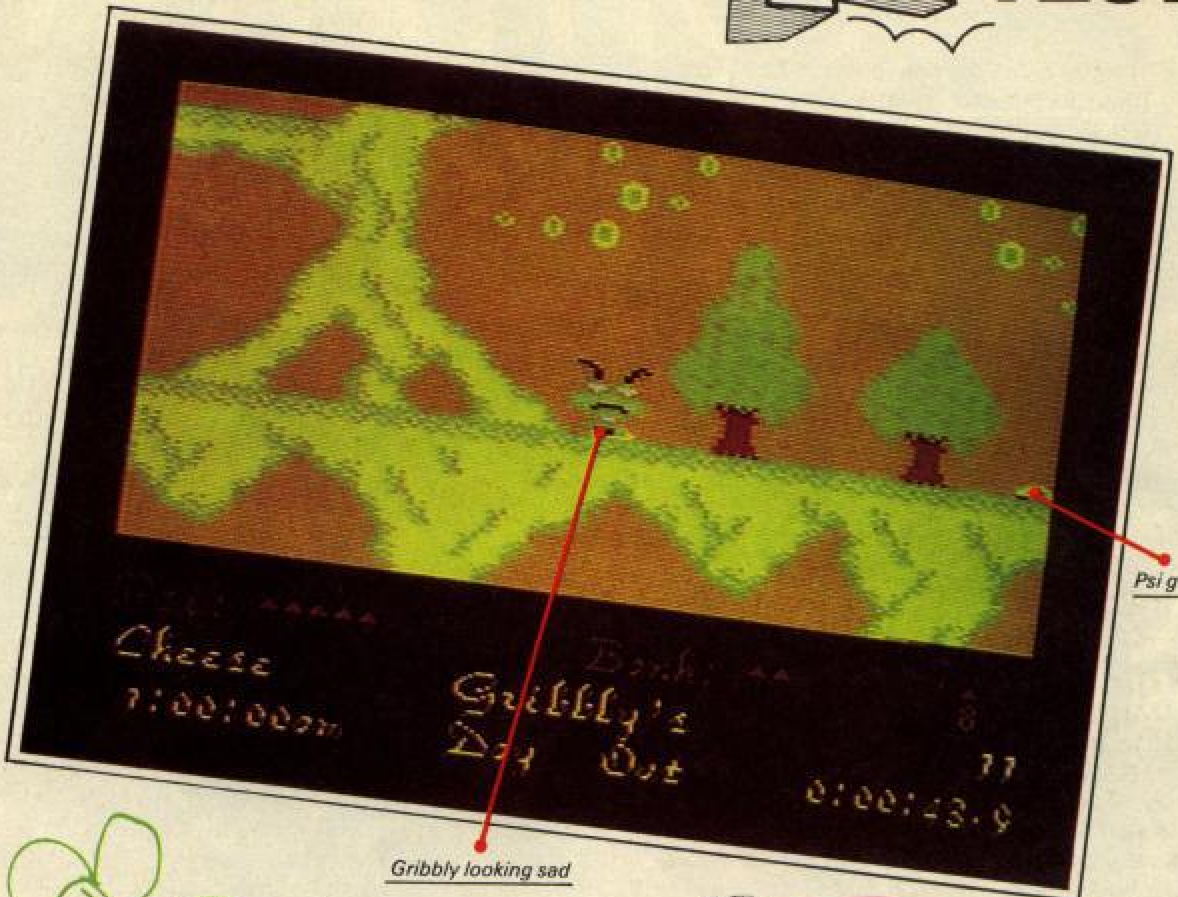




Seon is also released and he quickly homes in on you.

The layout is different for each level and finding the cave isn't always very easy. What's more the caves on later levels are tricky to get into. Interesting





Psi grub

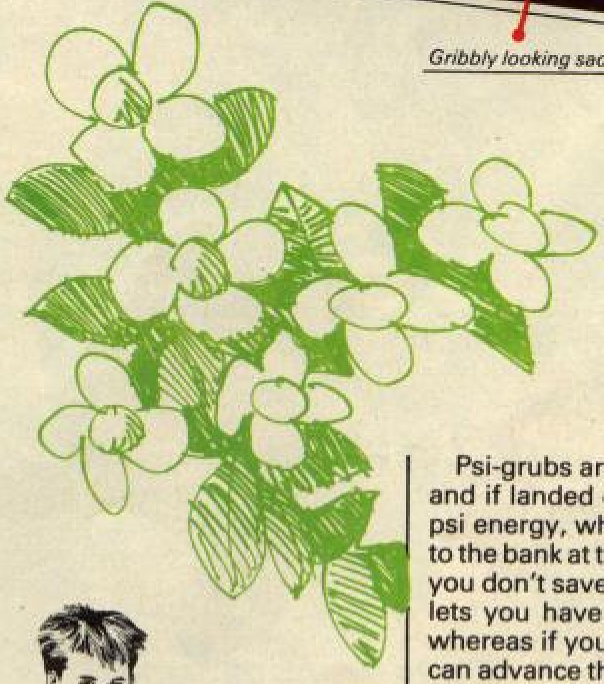
Gribbly looking sad

landscape features like waterfalls, which you can fly through, and tall rocks also appear.

The other inhabitants of the game mutate through several stages before trying to grab a gribblet and carry it off. They start as sycamore-like seed pods floating to the ground where they turn into topsies. These are wormlike creatures with a suction cup on each end to flip end over end along the ground.

If they find a gribblet they flip it onto its back exposing its brain. After a while they turn into a chrysalis which produces a stomper. If one of these encounters an inverted gribblet it transforms into a winged creature and carries away the unfortunate gribblet.

In the first three stages of their lives you can destroy the creatures with bubbles from Gribbly's mouth. In the fourth stage you can only turn round the stompers, round while bubbling a winged beast will release the gribblet it is carrying. As they fall they release a heart-breaking scream, but you can then catch them in mid air or allow them to fall safely onto flat ground — but a landing on anything else will result in its death.





This fantastic little creature appealed to me immensely as soon as I met him. What a character! He smiles if you do well, scowls gloomily if you make a mistake and stands looking bored if you leave him for too long. When he moves about he looks about excitedly and blinks occasionally. Movement and the feel of Gribbly is superb: collecting gribblets has never been so much fun. I absolutely adored this game and I strongly recommend that you rush out and meet find the greatest character since Rockford.

Psi-grubs are also to be found and if landed on give you more psi energy, which can be added to the bank at the end of a level. If you don't save at least six gribblets you have to repeat a level whereas if you rescue eight you can advance three levels.

Control is incredibly easy with a lovely bouncing action and great inertia and gravity when you're flying. The graphics are really cute with Gribbly smiling when you do something right and scowling when you goof up. The gribblets are also superb,



The highly original, unusual and humourous scenario combined with the cute, amusing graphics and excellent control methods got me immediately hooked. I especially liked Gribbly Grobbly's different expressions and the way everything has individual character. I'm still every bit as hooked as I was when I first played and...excuse me, a manky little Stomper just whipped one of my gribblets!

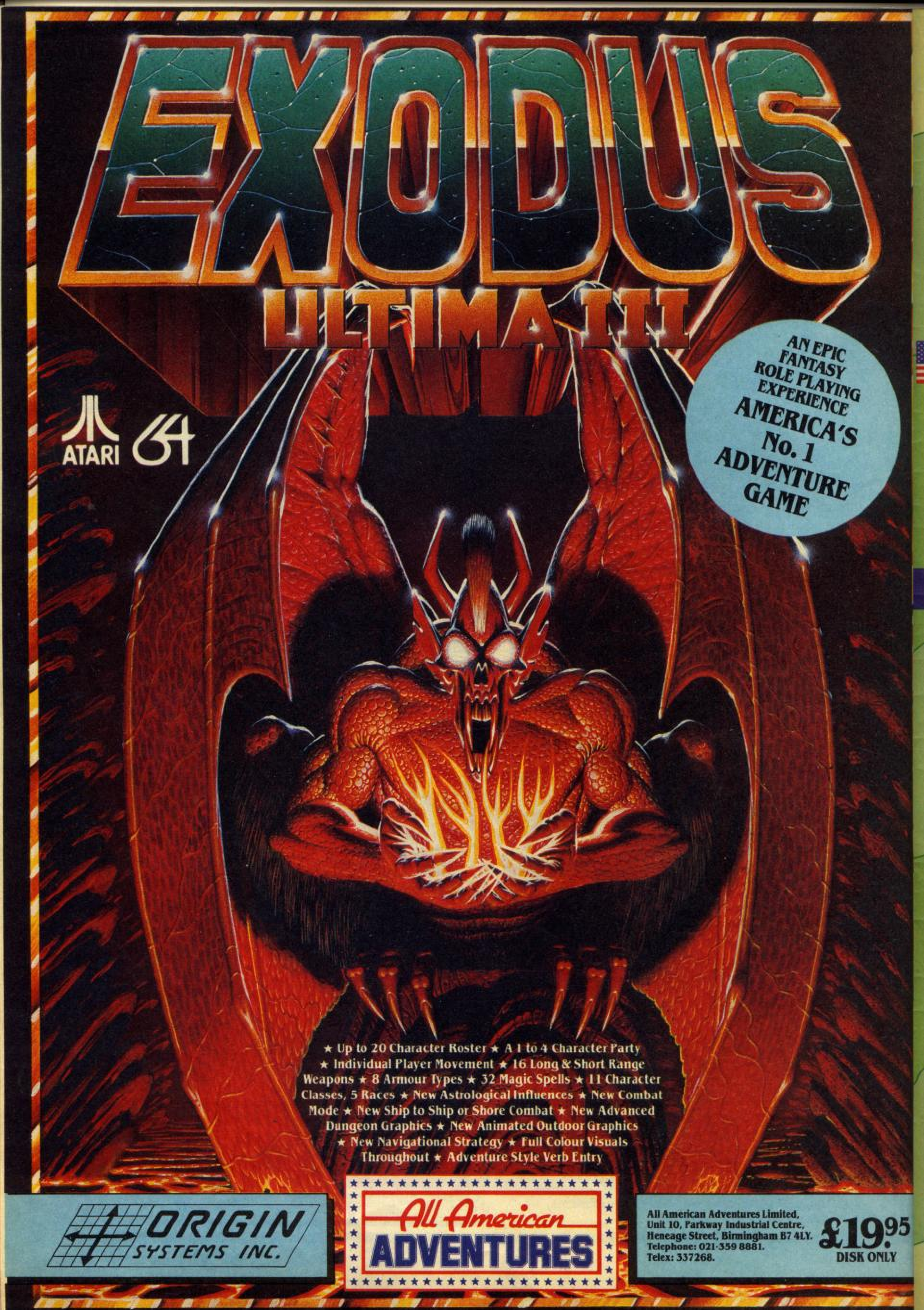
occasionally flipping about in the air as they enjoy the sunshine.

The colours on each level are different and often garish but merely add to the cuteness of the game. There is a title tune plus some nice bounce and bubble sound effects.

BW

PRESENTATION		ORIGINALITY	
92%	Funny and imaginative scenario in a great storybook.	94%	A marvellous new character with unusual control and scenario.
GRAPHICS		**HOOKABILITY**	
82%	Colourful and sometimes garish landscapes. Great animation on Gribbly.	91%	Easy to master controls and the scenario strongly attracts.
SOUND		**LASTABILITY**	
71%	Nice title tune plus great in-game effects for gribblet flipping and bubbling.	88%	There are 16 diabolical levels
VALUE FOR MONEY			
90%	A brilliantly original game with terrific control and a demanding task.		




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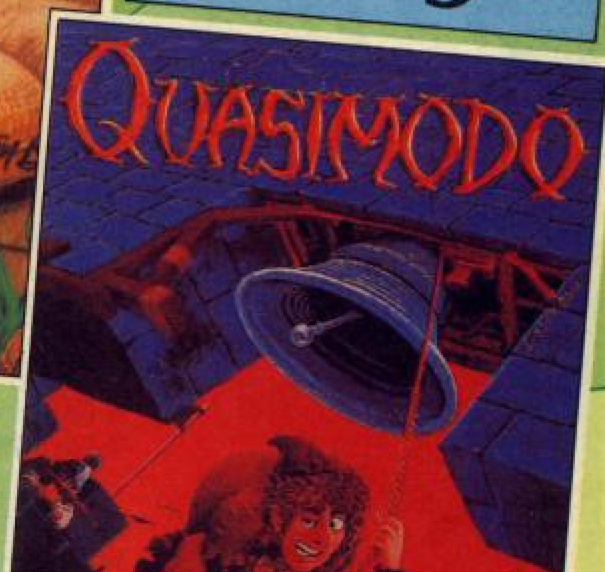
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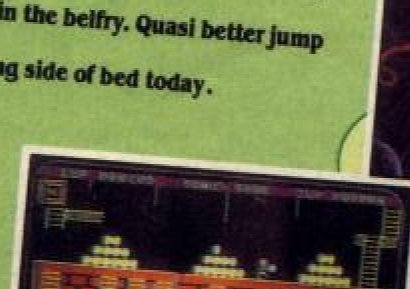


Quasimodo likes bells. They make him feel good – they make him happy – they are his friends.
All Quasi wants is to be left alone, but those nasty soldiers think that he stole the royal jewels.
Quasi didn't steal them!
Quasi wants the soldiers to leave him alone. They fire arrows at him. Quasi doesn't want to, but Quasi will throw big rocks at the soldiers.
Quasi knows a secret! Quasi knows where the jewels have been hidden in the castle and only Quasi can climb there!
Now the noise has stirred up the bats in the belfry. Quasi better jump away from those bats!
Quasi think he got up on the wrong side of bed today.

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GET GRIBBLY!

100 copies of the sizzling new Hewson game to be won



You've read the review, drooled at the screen shots, laughed at the scenario — now win the game! GRIBBLY'S DAY OUT from Hewson Consultants is an addictive and amazingly original program, so we're proud to be able to offer 100 copies as prizes. Enter the comp and you could soon have the lovable Gribbly bouncing all over your 64.

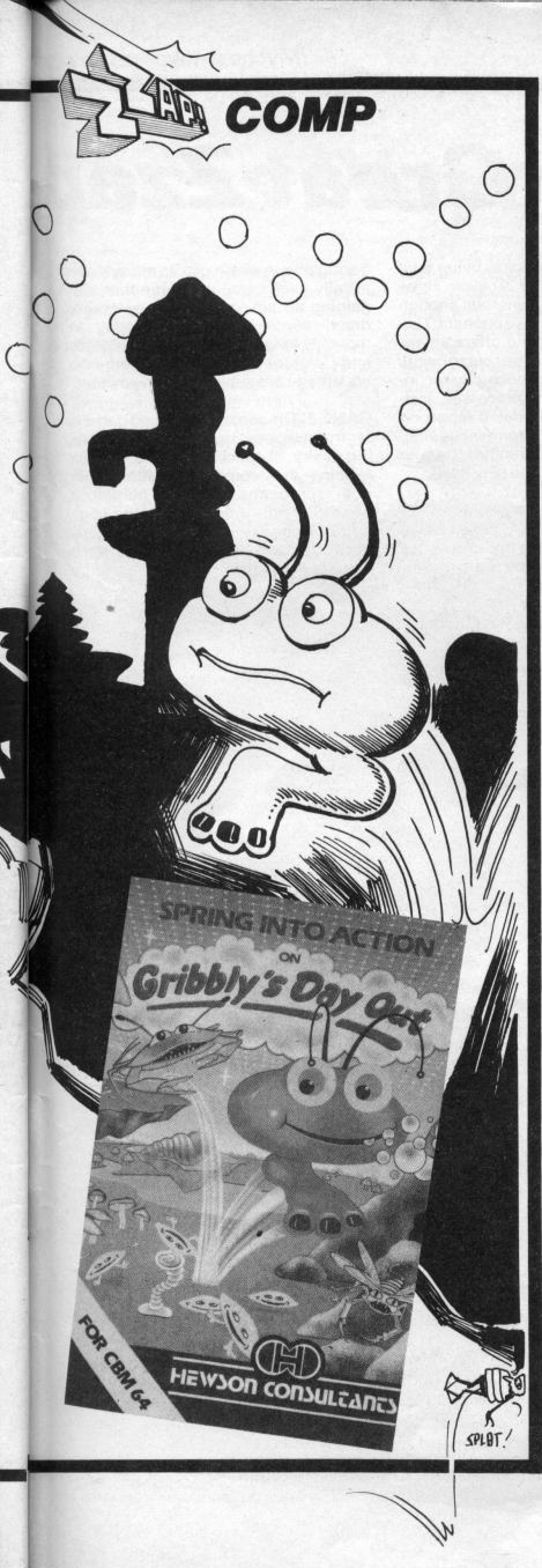
The competition is based around the gribblets which have to collected and saved during the game. If you've seen the review in this issue, you'll know that these cuddly little Blabgorians will one day grow up to look like Gribbly but in this form they just like to have fun in the sun.

What we've done is to print five pictures (A-E) of gribblets doing the various things that gribblets like to do. Here's a list of the activities (but in the wrong order, ho, ho):

1.Sunbathing
2.Brain burning
3.Caught by the stompers
4.Falling fast
5.Flipping for fun

Your task is to match the pictures with the activities. The review will give you plenty of clues if you can't work it out from the pictures. When you've made up your mind, write down the letters in the right order on the back of a postcard or stuck down envelope. For example if you think the gribblet sunbathing is picture B, brain burning picture E, caught by stompers A, falling fast D and flipping for fun C, write: B,E,A,D,C.

Send your entry, together with your name and address, to: Gribbly Competition, Zzap! 64, 1 Church Terrace, Yeovil, Somerset BA20 1HX. All entries must reach us by July 15th, when we will hold a draw to choose the winners from the correct entries. Only one entry per household is allowed.



WINNERS WINNERS WINNERS WINNERS

Here are the names of the winners of four of the competitions in our first issue — the winners of the Disk Drive comp will appear next time. Many congratulations to you all. Your prizes are being sent out by the software houses concerned, and you should receive them very soon if you haven't already.

LLAMASOFT COMPETITION

Prizes: The complete range of Llamasoft games for the 64.

Answers: 1)b:Llama 2)d:Sheep 3)d:Camel 4)c:Mammoth.

Five Winners:
Malcolm Laurie, Newton Mearns, Scotland; Robert Hunt, Bradford, W.Yorks; John Wallace, Co.Cork, Eire; Rajan Naidoo, London; Alex Perren, Dartford, Kent.

MELBOURNE HOUSE COMPETITION

Prizes: Copies of Castle of Terror and Penetrator

Answers: 1)Dr. Watson 2)Bilbo 3)Horace

100 Winners: Neil Moore, Ely, Cambs; Matthew Gandey, Firle, E.Sussex; Paul Fox, Churwell Morley, Nr Leeds; Philip Duxbury, Barrow-in-Furness; Ian Johnson, Elie, Fife; David Estall, Egham, Surrey; Paul Welstead, Horseheath, Cambs; Matthew Goodman, Staines, Middx; D.Shannon, Bootham, York; Stephen Brotherstone, Liverpool; Sean McCauley, Co.Donegal, Eire; Donald L.Meck, Angus, Scotland; Sean O'Connell, Dublin; Richard Agnew, Ballymans, Co.Antrim; Johnathan Greenwood, Blackburn; S.Micklewright, Pontypool, Gwent; Peter Walsh, Cardiff; J.C.Hardie, Glasgow; P.Goodrum, Norwich, Norfolk; Nigel Harris, Portsmouth, Hants; Julie Edge, Walsingham, Norfolk; Michael Rai, Birmingham; Reza Tootoonchian, London; Lee Stewart, Doncaster; Mark Renshaw, Annesley Woodhouse, Notts; Kevin Foster, Scunthorpe; Craig Walker, Kincardine, Clacks; Justin Edwards, Brookmans Park, Herts; P.D.James, Luton; Kenneth Burrell, Clive, Shropshire; Austin Davidson, Stansted, Essex; Jamie Perry, Shelton Lock, Derby; Martin Heap, Huddersfield; Edward Brown, Matlock; S.Beech, Derby; Sean Lally, London; Alan Dunlop, Ballymena, Co.Antrim; Richard Helliwell, Nottingham; M.C.Vining, Tisbury, Wilts; Martin Beaver, Swindon, Wilts; R.D.Fisher, Altringham, Cheshire; Lee Dormon, Hounslow, Middx; Colin Doran, Airdrie, Scotland; Jared Watson, Newcastle; H.H.Sabharwal, Isle of Man; Noor, Streatham, London; K.C.Jennings, Newport, Gwent; Mark Woolwich, Doncaster; Raymond Simpson, Huddersfield; J.P.Williams, Wirral, Merseyside, Ian Lester, Knutsford, Cheshire; Mr Blockley, Nottingham; Julian Shaw, Birmingham,; Debbie Evans, Cardiff; Kevin Oxland, Tiverton, Devon; Darren Rozier, Broxboume, Herts; Christopher Caul, Lisbum, Co.Antrim; A.W.Kenny, Crewe, Cheshire; Aaron Ratcliffe, Wirksworth, Derbyshire; Mrs P.Wimpenny, Kettering, Northants; K.&S.Dove, Leeds; M.J.Harrison, Wilmington, Kent; G.S.Sekhon, Southampton; Cengiz Rifat, London; Kevin Murphy, Kirkcaldy, Fife; Rebessa Dunn, Hull; Stephen Pashby, Hull; A.F.Staff, London; Robert Coupland, Henlow, Beds; J.Williams, Beaworthy, Devon; Simon Hill, London; John Chasey, Cheshunt, Herts; Richard Paine, Telford; Steven Cox, Bristol; Gareth Burton, Swansea; Jeremy Cusworth, Stoke-on-Trent; J.Beattie, London; Andrew Kell, East Horsley, Surrey; Mark Middleton, Bourne, Lincs; Simon Hollister, Sale, Cheshire; Calum Rudland, Bathgate, Scotland; Lisa Marie Burt, Newbiggin-by-the-sea, Northumberland; Dawn L. Douglas, Seaham, Co.Durham; Zzap Reader, Consett, Durham; J.C.Robinson, Stonehouse, Plymouth; Nick Boak, Northampton; Sally Deakin, London; Gavin Jackson, Doncaster; Jim Dalton, Brackley, Northants; J.T.Phillips, Newcastle-upon-Tyne; A.Gaskell, St.Helens, Merseyside; Tim Clitheroe, Hornchurch, Essex; D.Tobin, Brighton, E.Sussex; Simon Johns, High Wycombe, Bucks; Julie Paine, Maidstone, Kent; Gregory Bragg, Solihull, West Midlands; C.Cunliffe, London; Jason Day, Stockport, Cheshire; Mark Trevoskis, Saltash, Cornwall; Andrew Dumbrill, Cheltenham, Glos.

PASTFINDER COMPETITION

50 people receive a copy of the sizzling Activision title. The winners:
Ian Campbell, Loanhead, Scotland; Patrick Barry, Cork City, Eire; Charles McGregor, Glasgow; W.L.Goswell, Harlow, Essex; B. Fitzsimmons, Liverpool; Michael Ward, Northwich, Cheshire; Philip Heathcote, Sheffield; Ian McQuesten, Reading; Kislays Agrawal, London; Darren Arkless, Newcastle; Simon Davies, Wrexham, Clwyd; R.G.Teare, Isle of Man; Michael Warner, Merseyside; Paul Whelan, Dublin; Sacha Crowe, Nottingham; Paul Osborne, Saxmundham, Suffolk; Jason Kelly, London; Russell Fascione, South Shields; S.Kennett, Gillingham, Kent; Herman Tailor, Birmingham; David Ellwood, Cockermouth, Cumbria; David Mears, Hull; A.E.Webster, Pontefract; Ian Thompson, Bonnyrigg, Midlothian; Gary Milligan, Carluke, Strathclyde; T.Rouf, London; Kenji Takeda, London; Peter Elliott, Liverpool; Barry Wakelin, Greatham, Hants; Jason Bing, Kirby-in-Ashfield, Notts; C.Dibble, Droitwich, Worcs; S.M.Liem, London; Ronnie Long, Poole, Dorset; J.D.Preou, Braintree, Essex; Gregory Bragg, Solihull, West Midlands; Stella Glibbery, Stevenage, Herts; J.Bonnick, Sandy, Beds; Clive Walsh, Mountain Ash, Mid Glam; M.H.R.Burgher, Kelso; Stephen Bryson, Folkstone, Kent; Steven Cooper, Thurnscoe, Yorks; Claret Badgie, London; Robert Rumbell, Romford, Essex; L.Burn, South Shields; Sui Hung Lee, London; Kristian Terling, Kingston-upon-Thames, Surrey; Alden Brown, Brandon, Suffolk; I.Kitching, Hackenthorpe, Sheffield; John Park, Rigside, Scotland; Mrs J.Broomhall, Coven Heath, Wolverhampton.

McCARTNEY COMPETITION

The prizes: one signed copy of the Broad Street album signed by Paul McCartney himself, plus copies of the computer game of same name for 50 runners up.

The Answers: 1)Wings 2)Stevie Wonder 3)No more lonely nights.

The Winners: Miss J.P.Smith, London; (Signed Album);
S.Pountney, King's Lynn, Norfolk; David Ward, Gourock, Scotland; Chris Burke, Harrogate, North Yorks; Robert Edwards, Mitcham, Surrey; Alan Hopkins, Epping, Essex; Andy Smith, Grimsby; G.D.Benford, Merseyside; James Wharry, Larne, N.Ireland; Martin Baker, Liverpool; Angus Davidson, Marlborough, Wilts; Stephen Watson, Birtley, Co.Durham; Martin Skovbo, Denmark; R.Taylor, Garswood, Wigan; Neil Brown, Gi8llingham, Kent; K.Davies, Ammanford, Dyfed; G.Rees, Portsmouth, Hants; Jason Rogers, Blackpool; John Harnett, Co. Kerry, Eire; Stuart Jackson, Maidstone, Kent; Simon Sykes, Malvern, Worcs; Simon Eland, Cleveland; Stephen A. Graham, Carlisle; Stig Andersen, Denmark; Peter Chung, London; Mrs Beryl Waters, Solihull, West Midlands; Gary Carr, Moray; Arthur Janssen, Netherlands; Allister Whitehead, Nottingham; Lee Russell, London; Mandy Johnston, Larne, Co.Antrim; Stephen Lees, Dundee; David Latham, Preston, Lancs; James Smith, Milton Keynes; Zeno O. Winkins, Co.Wexford, Rep. Ireland; David Chant, St. Annes, Lancs; Ian C. Jones, Wigan, Lancs; Neil Gardner, Crewe, Cheshire; Andrew Mallandain, Reading; R.G.Clark, London; Stuart Watson, Edinburgh; M.Mustafa, London; C.S.Yan, Rainham, Kent; Mark Ashworth, Elsted, W.Sussex; Mary Claire Ward, Exeter, Devon; Irfan Latif, London; Francis Bowers, Sheffield; Paul Dunlop, London; Mrs Hancox, Worcester; G.A.Evans, Helensburgh.

The Great Zzap

ZZAP DATELINE: a morning in May. In the post: a letter from Clive Bailey of Beyond Software, taking us to task for proclaiming (in our May issue) that *Colossus Chess* (version 2.0) from CDS was 'probably' the most powerful chess program on the 64. Nonsense, says Clive. Beyond's *Mychess 2* is FAR better.

Not being quite so easily persuaded, we decide to stage a grand playoff between the two contenders. Well, fairly grand.

THE RULES. Two games on a reasonably fast advanced level (1 move per minute on average) and two on a very low level (1 move per 7 seconds). Each program is to take a turn at being black and white at each level.

THE PRELUDE. Loading up the two programs, the differences in presentation are very obvious. The *Mychess* 3D view is something of a gimmick, being a lot harder to use than the 2D view. However, the program is generous enough to suggest moves for its opponent. *Colossus* on the other hand offers alternative input modes, (keys or cursor) and, more importantly, a much clearer insight into its thought processes, including a continually updated report on who it thinks has the stronger position, and by how much. Hmmmm ... The key thing of course is the play itself.

GAME 1. We decide to play the high level games first and let *Mychess II* take the advantage of the white pieces for the first game. The game is a long and boring one in which pieces are systematically exchanged without either side gaining an advantage. Play ends in a draw, *Mychess* seeming happy to move its king backwards and forwards and *Colossus* failing to press home the advantage of a superior pawn position.

GAME 2. The second advanced game is far more interesting with *Colossus* taking white. It quickly evolves into an exciting and complex position, with both programs posing numerous threats. *Mychess* appears poised to go a full piece up with a neat pawn fork, but *Colossus* has an ace up its sleeve! It manages to pin and then capture



Chess Playoff!

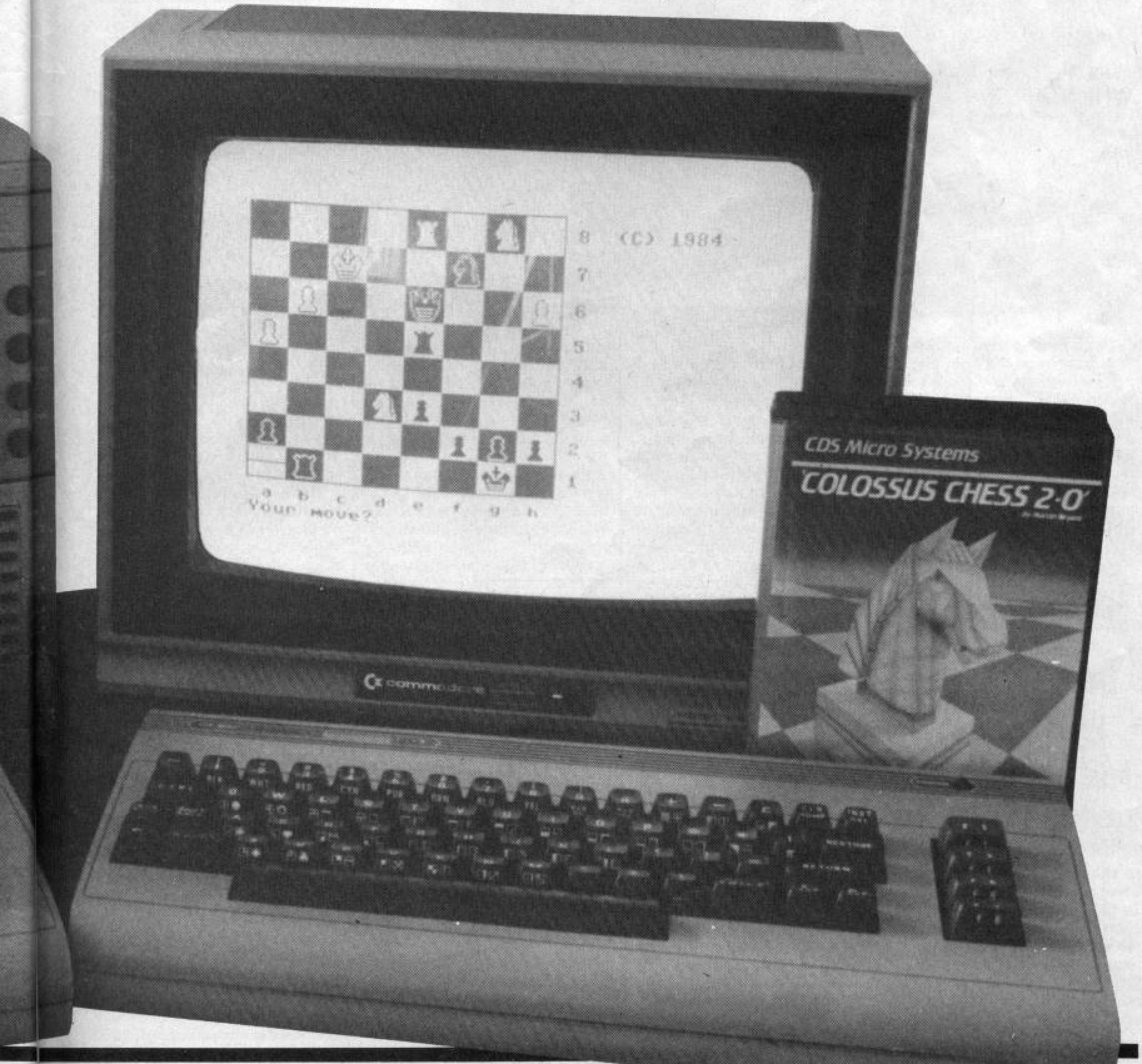
Mychess's queen. Having secured this massive advantage, victory is only a matter of time.

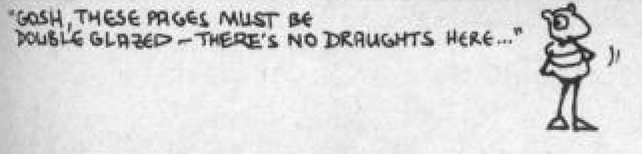
INTERLUDE. Interesting: *Colossus* winning one and a half points to half a point on the high level. How will *Mychess II* cope with the low levels: would it avenge this humiliating defeat or be soundly beaten yet again?

GAME 3. The first low-level game puts *Colossus* on white, and after the opening it instantly attacks. *Mychess* defends well and counter attacks. After several pieces exchanged *Mychess* moves in and rocks *Colossus* with a swift and decisive checkmate! Perhaps the honour of *Mychess* will be redeemed after all!

GAME 4. Although *Colossus* has the black pieces in the final game it again attacks soon after the opening, and again *Mychess* fights back, tearing *Colossus* wide open at the back. *Mychess* advances his queen deep into the *Colossus 1* ranks and takes a knight, rook and several pawns. Then the coup. It lines the rook up to checkmate the king trapped behind three pawns, *Colossus* having completely failed to spot this most obvious of moves!

ZZAP VERDICT. *Mychess II* certainly appears by far the stronger program on lower (faster-playing) levels, winning here by a 2-0 margin. But for a higher level game, *Colossus* appears distinctly superior. Sorry, Clive . . .



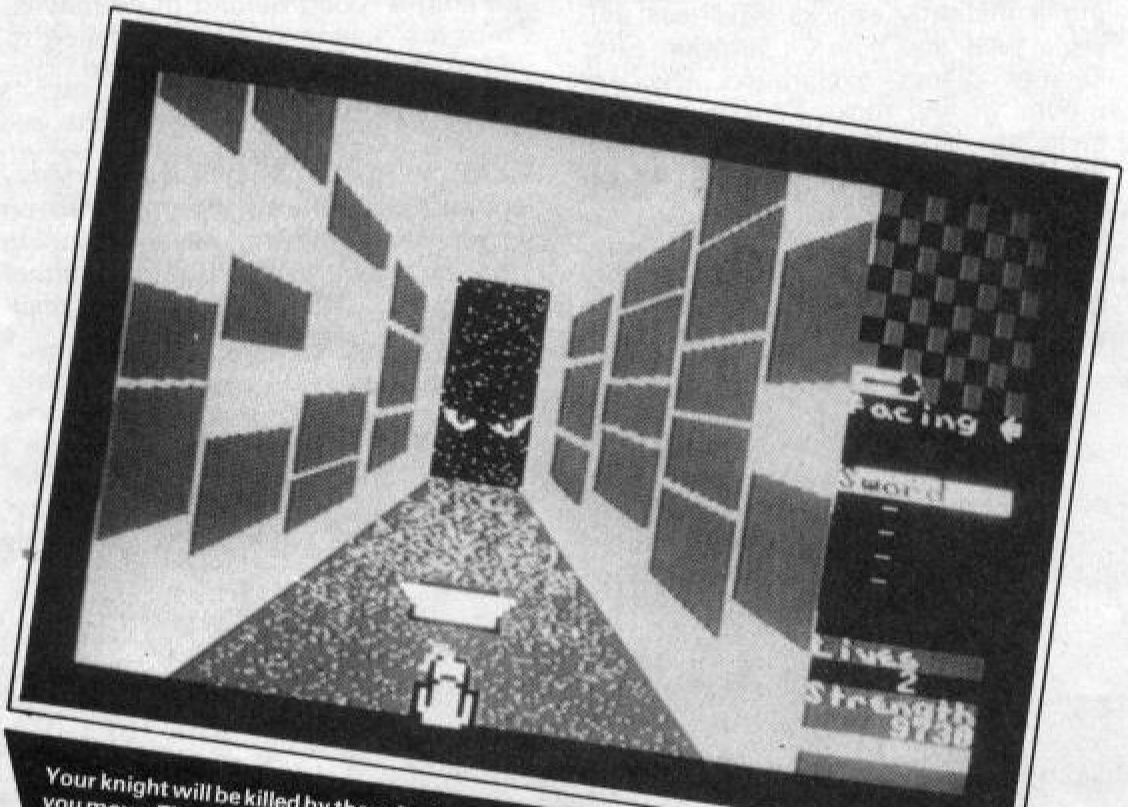


ZZAP! TEST

GATES OF DAWN

Virgin, £8.95 cass, joystick with keys

● **64-screen psychedelic arcade-adventure**

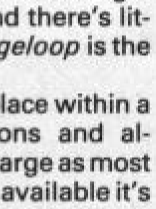


Your knight will be killed by the spinning slab unless you move. The chessboard in the top right maps out your progress.

This is one of two aardvarks to be released from Virgin this month and there's little doubt that *Strangeloop* is the hotter of the two.

The game takes place within a maze of 64 locations and although this isn't as large as most aardvarks currently available it's certainly as complicated.

Your task, as a knight in not-so-shining armour, is to discover the mystery of the mind. To gain access to this phenomenon you need to pass through the Gates of Dawn with the four required objects - iron, stone, fire and ice. These, amongst other useful objects, are scattered about the maze in certain locations.



It was difficult to figure out exactly what I was supposed to be doing from the instructions. With a lot of play and a little help from Virgin I actually managed to get quite far into the game, but the solutions to some of the problems were a bit obscure. This isn't exactly a bad aardvark, it's just that it does seem a bit bare and lifeless at times.

Each location is displayed as a 3D view into the screen with the walls bearing garish patterns and colours, giving the whole thing a 'psychedelic' look to it. Most of the locations contain, along with any objects, nasties of various descriptions.

As you move from room to room a chess board radar/map shows your position in the maze. An arrow below this map indicates the direction you are facing and it becomes important to keep an eye on this later in the game. When actually going through a doorway into another location you are presented with a great, full screen picture of yourself running through a stone doorway.

You start the game with five lives, a strength of 10,000 and a sword. Lives are lost through contact with certain nasties and strength likewise. If you should lose all five lives, or your strength should fall to zero, then your quest and game is over.

The sword can be used to fend off nasties, providing it's at the top of your inventory list. Your inventory list is a list of up to five objects currently carried, the object currently held being highlighted at the top of the list.

This object can be examined, dropped or used in some way. Pressing the relevant key will present you with the menu of commands available. You then have a short time limit to select one of these commands for execution.

EXAMINE gives a small description of the object while DROP drops the currently held object. The USE command allows you to perform an action with the object held eg. eat, drink, pour etc. You do this by selecting the option and typing in the action you wish to perform at the bottom of the screen.

The graphics in *Gates of Dawn* are good, but some of the sprites lack in attention to detail. Sound too is pretty good with some unusual effects but a grotty title screen tune.

There are several humourous touches throughout the game, mainly in the form of little messages on some of the walls. Also, eating a certain mushroom gives the very amusing effect of seeing nothing but mushrooms! Every object, every nasty, even the things in your inventory, become mushrooms and are treated accordingly!

GP

Outwitting the enemies

STRETCHES OF WATER found in some rooms are apparently uncrossable. If you try, you die. So how do you do it? - the solution should be crystal clear.
SPIDERS' WEBS block further progress in some rooms and signal lunch to an awaiting spider should you get caught in one. Unless of course you can figure out how to slip past....
FIVE KNASTY KNIGHTS patrol back and forth and are deadly to the touch - unless you can weave your way through to the end of the room.
LARGE SLABS move up and down the length of some rooms while spinning spheres move around in predictable patterns in others.
BATS frequent the occasional location and must be avoided or killed with your sword.
TOLL GATES won't let you past unless you leave them an object.



Good arcade adventures are still few and far between on the 64 and this one seemed destined to become one of the few great ones. After playing it I've had second thoughts. Reasonable graphics and 64 locations make the game look good but it doesn't play particularly well. Odd 3D graphics don't always seem to behave properly, your knight sometimes dies when he's miles away from a hostile object. If you're an aardvarker you might enjoy the puzzles involved in this, but I'd recommend you look at other games first.

PRESENTATION
48% *Obscure, unhelpful instructions and no game options.*

ORIGINALITY
75% *Highly original puzzles and game setting.*

GRAPHICS
73% *Unusual 3D perspective and some good sprites.*

HOOKABILITY
62% *It's a bit tough to get into as the puzzles aren't at all obvious.*

SOUND
60% *Great corridor noise with other weird effects.*

LASTABILITY
68% *The game isn't that large and may not hold your interest.*

VALUE FOR MONEY
64% *Not as good as* Strangeloop *and* Entombed *but still quite tough.*






ZZAP! 64
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OLIVER FREY

SPOOKS

Mastertronic, £1.99 cass, joystick with keys

● Large, excellent value exploration game

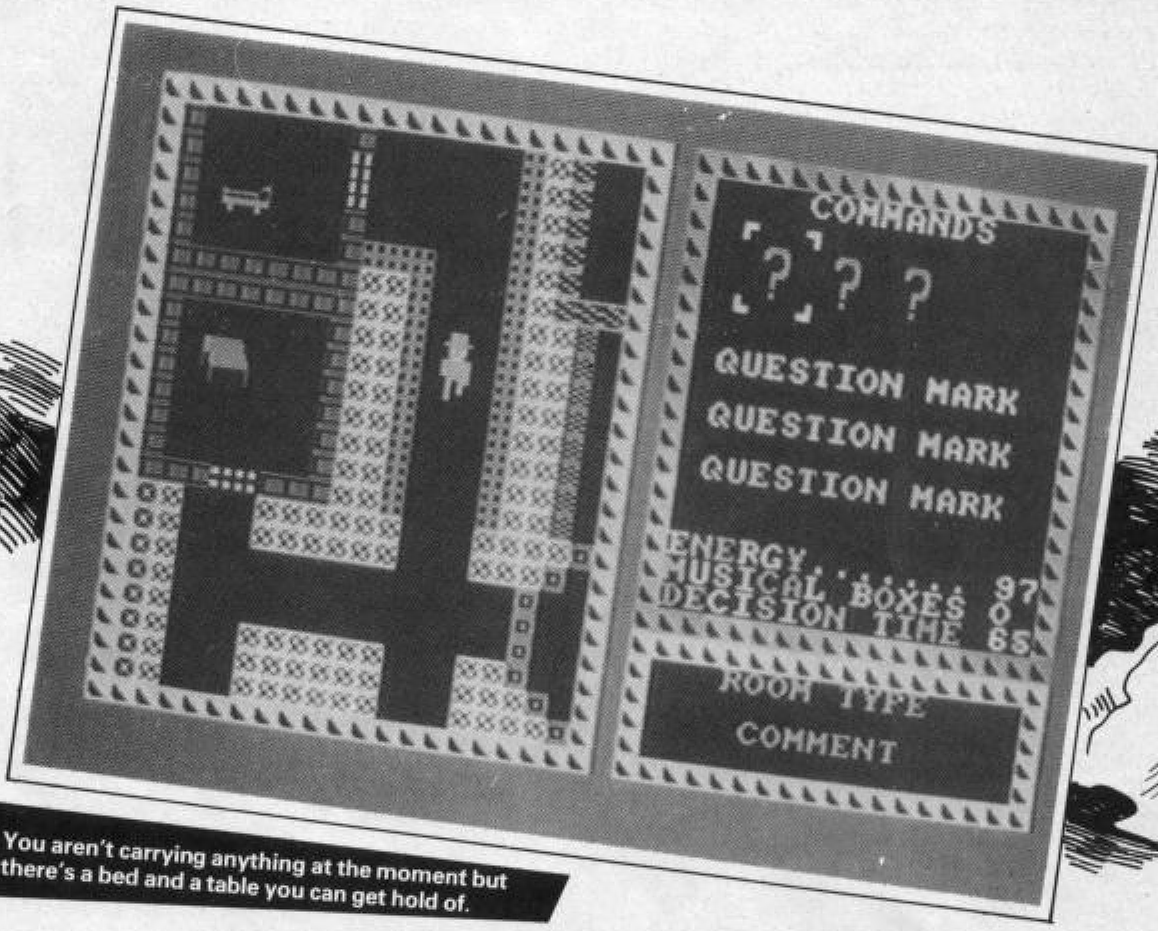
This is the first 64 arcade adventure to come from Mastertronic, and hopefully it won't be their last.

This particular exploration takes place within a large mansion and its surroundings. You are shown a small portion of the plan view of the playing area, which flicks to a new area when you reach the edge of a room. To the side of this is a box, displaying a map of your progress through the mansion.

Within the mansion lie several musical boxes, which you must find and use to escape. Getting these boxes is made difficult by the number of locations you need to explore, and the presence of some ghosts.

These ghosts can be disposed of temporarily by throwing an object at them. You throw an object by selecting the throw option, the object you want to throw and the angle at which you want to throw it.

At the bottom of the screen a description of the current room is displayed along with a com-



You aren't carrying anything at the moment but there's a bed and a table you can get hold of.

CIPHOID 9

Monarch Software, £9.95 cass, joystick or keys.

●Flashly-looking, lousy-playing shoot-em-up

This beautiful moon landscape with the Earth in the background merely flatters to deceive.



Graphically better?

The title screen and moon landscape with earth in the background are done in tremendous high resolution, looking brilliant. . .until they start moving. The ridiculous jerky scroll ruins the impression entirely and the non-movement of the screen during the action is disappointing.

The moving sprites and the beautiful blue-green earth are well done but the playing area looks and feels very small.

Land of Hope and Glory blasts out prior to loading the game and you wonder whether British software could be making a real comeback. Then you start playing the game and you know why the Empire was lost.

The scenario is the crusty old 'defend earth against the invading alien force'. Ho-hum. You are in control of a phaser turret on the moon and will face alternate waves of fighters and a mothership. There are three sectors or viewpoints of the moon's surface with the earth on the far horizon.

The fighters come in at one of

ment about how things are going - for example when you get killed by a spook, the comment is 'a ghostly death'.

Above these comments is an indication of your energy (you start with 100 units, which decreases depending upon your exertions), the number of boxes found and a decision timer.

Also scattered around the multi-room mansion are various other objects, amongst them food for keeping up your energy. Some of the food is poisoned, and you must learn from experience that which can be eaten safely.

The other items range from hot coals, torches and tables to potions, maps and keys. The keys are used to go through otherwise impassable doorways, and the maps give you a complete map of the playing area on screen. I haven't yet found a use for some of the other things though.

When you've collected all of the music boxes, you take them to the exit (marked on the map by an 'E'), and play them to get free. Should your energy get to zero, through one way or another, then the game is over and your percentage is displayed.

The joystick is used in conjunction with the keyboard to control your character's movements and actions. The joystick is used mainly for movement, and the keyboard for selecting an action to be executed.

When you wish to perform an action, such as picking up an object, you press the fire button. You are then presented with a menu of options. These include the ability to pick up, drop or manipulate an object (eat, wear or throw it). You are given a limited time in which to make any decisions, so you need to think fairly quickly.

GP



This game is rough on the eyes, particularly when you scroll from room to room. Apart from that it's excellent value for money and gives plenty of playing area and things to suss out. Probably about 18 months ago this would have sold quite well as a normally priced game, indicating the rise in software standards and what good value this is. There are of course much better arcade adventures but if you've got £2 to spare you could do worse than buy this.



Another £1.99 special and although being pretty grotty provides plenty of challenge. It's much better than most of the older Mastertronic games and at this price gives excellent value for money. I didn't particularly like it, but then I dislike this sort of game anyway.



Although not graphically and sonically spectacular, Spooks has all the elements of a good arcade adventure - size and complexity. There are a lot of locations to explore and objects to find and utilise correctly. At only two quid it's a steal.



PRESENTATION 58% Simple instructions plus an adventure menu.	**ORIGINALITY** 54% Ordinary arcade adventure.
GRAPHICS 42% Crude graphics and horrible room to room scrolling.	**HOOKABILITY** 52% Not likely to terrify you with its ghosts.
SOUND 53% Annoying tune plays throughout game.	**LASTABILITY** 63% A big play area and some puzzling.
VALUE FOR MONEY 70% Good arcade adventure for little cash.	

There is a myth that good British software is becoming a dying breed. This does nothing to quell this rumour. Initial expectations are high from the title screen and backgrounds. Such feelings soon turn to revulsion when you see the superbly detailed landscape scroll body-pop style across the screen. Actually playing the game reveals a darker, and grimmer, side that doesn't exactly inspire you to play any further.



Coo! Great landscape, what's happening now? It's scrolling...UGH! The landscape's turned to jelly. Oh well. Don't be misled by screen shots as this game is a pretty poor shoot-em-up and didn't turn one of my hairs. (And I'm supposed to be the shoot-em-up addict.) YAWN!!!





The graphics promised so much but the scrolling and gameplay ruined the game completely. The idea is dated and most players won't stand for the mind-numbing blasting that it calls for. With a bit more imagination and work this could have been a good game. The programmers seem to have got lost in the graphic detail and produced something that far from being an example of GREAT British software is a terrible disappointment.

PRESENTATION 63% Great title screen, understandably short instructions.	**ORIGINALITY** 26% 'Save Earth from the aliens' bore.
GRAPHICS 74% Brilliant until they start scrolling.	**HOOKABILITY** 31% Two or three games should be enough for anyone.
SOUND 24% Horrid blasting effects.	**LASTABILITY** 20% Next.
VALUE FOR MONEY 18% Oh dear. Sadly below the advertising claims.	

the sectors and your view scrolls very jerkily to face them. You now control a cursor and have to blast the incoming craft. In the first wave there are 15 ships which can shoot back, depleting your 50 shields with each hit.

Your display gives you a readout of the sector, wave, ships left to shoot, energy and score. A panel also gives you messages as to your status. Once the energy falls too low you cannot rapid-fire your laser, but only in double-shot bursts.

Once the first wave is destroyed you jerk to another sector where a mothership (or is it a base-star from *Battlestar Galactica*?) has to be hit ten times in the centre. This ship fires nuclear shells which inflict heavy damage on your shields although they can be shot as well. On later waves the damage per shell increases so things get a lot harder.

The second fighter level has 25 ships and the number increases by five for each successive wave. When you do die two nuclear shells zoom into the earth. This promptly disappears, except for a two pixel line on the horizon suggesting that the bottom half is still there.

The fighters, mothership and explosions are nicely depicted but the sound effects are monotonous.

BW



ZZAP! HITS

YOUR top 64!





1. (1) **IMPOSSIBLE MISSION** (20.5%)
CBS, £8.95 cass, £11.95 disk
This superbly animated platform derivative certainly lives up to its name. Outstanding graphics, sound and amazing digitised speech as your agent leaps and bounds over electrified robots. Search through furniture and household objects to discover pieces of password. Collect 36 pieces of puzzle and assemble them correctly to create a password to save the world.

2. (2) **BOULDERDASH** (11.4%)
STATESOFT, £8.95 cass, £10.95 disk
Perhaps the most addictive game ever. The idea is to collect a certain number of diamonds inside a time limit while avoiding being hit by boulders which tumble as you clear the earth round them. Other enemies are fire-flies, butterflies and amoeba, and the game's unique attraction stems from the fact that you must exploit the behaviour of these enemies to achieve your goal. There are 16 very different multi-screen caves and five very different levels — in all, months of challenge.

3. (3) **INTERNATIONAL SOCCER** (7.6%)
COMMODORE, £14.95 cartridge
If you're a fan of football then this game is an absolute must for you. Camera style panning follows the action. Graphics and animation par excellence and quality gameplay result in sheer addiction. A two player option and nine levels of the computer make winning the cup a real-life battle.

4. (4) **STAFF OF KARNATH** (5.4%)
ULTIMATE, £9.95 cass
Joystick controlled adventure in a series of graphically stunning 3D rooms. You have to collect 16 pieces of a key to save the world. To help battle witches, toads, bats, spiders and other evils you have a series of spells at your disposal - but you have to work out how to use them. Great entry into the 64 market by Ultimate.

5. (5) **GHOSTBUSTERS** (5.2%)
ACTIVISION £10.99 cass, £19.99 disk
Film spin-offs extended to the computer game with this ghost trapping extravaganza. In a ghoul-infested New York you have to trap slimers to boost your bank balance and vacuum frozen roamers. The marshmallow man appears to try and dent your profit margin by stomping buildings and by blocking your path to the temple of Zuul. Brilliant music and speech synthesis enhance an excellent game.

14. (11) **SUMMER GAMES**
QUICKSILVA, £14.95 cass, £19.95 disk
Astounding graphics and animation make this olympic simulation a joy to behold as well as to play. A large range of options and superb gameplay make it one of the best games simulations competing at the moment. Would be higher but for the price.

15. (45) **SHADOWFIRE**
BEYOND, £9.95 cass
Superb graphics and Depeche Mode type tune are all featured in this brilliant icon driven adventure. Rescue the Kryxix ambassador from the evil General Zoff in the allotted to win the game. Fail and interstellar war will break out.

16. (-) **BEACH HEAD**
US GOLD, £9.95 cass, £12.95 disk
This was a real mega-seller in 1984 and is still very popular. It's a battle game which puts you in a desperate bid to overthrow a dictator. Control first your fleet of ships to a landing, then tanks as you blast your way through several screens of warring mayhem.

17. (18) **ROCKET BALL**
IJK, £7.95 cass
Tremendous music and smooth graphics in this violent Rollerball-style sports simulation. It's the year 2010 AD and the only battles that are fought are on the circular Rocket Ball field. Are you tough enough to survive this daunting challenge?

18. (26) **PYJAMARAMA**
MIKRO-GEN, £7.95 cass
A superbly colourful, humourous and teasing graphics adventure. You have to wake the sleeping Wally from his nightmare by setting off his alarm clock. Before you can do that you'll have to work out how to use lots of objects as you explore Wally's weird mansion.





26. (39) **CAULDRON**
PALACE,
£7.99 cass
Terrific arcade adventure featuring a witch in scrolling shoot-em-up and platform action. Atmospheric graphics and sound in an extremely tough game.

27. (19) **TAPPER**
US GOLD, £9.95 cass, £12.95 disk
Complete with the smart graphics and sound of the original, this is an excellent conversion of the underrated arcade game of the same name. Keeping the thirsty customers satisfied by slinging them drinks is tough but compulsive work.

28. (29) **TIR NA NOG**
GARGOYLE, £9.95 cass
Fantastic film quality arcade adventure. Guide Cuchulainn around Middle Earth in search of the fragments of the Seal Of Calum. Large playing area, fantastic animation and loads of challenge make this one a *real* arcade adventurer's adventure.

29. (37) **ANCIPITAL**
LLAMASOFT, £7.50 cass, £9.50 disk
The battle against the Zzyaxians continues in Jeff Minter's strangest and most wonderful creation yet. You, as a half-goat, half-man, must blast your way through 100 rooms of weirdness. A unique four way gravity system makes this a superlative shoot-'em-up

30. (31) **POLE POSITION**
US GOLD, £9.95 cass, £14.95 disk
The officially licensed arcade conversion bringing the thrills and spills of Grand Prix racing to your screens. A series of options give this one plenty of challenge as you battle your way to that elusive record time and score.

31. (21) **FOOTBALL MANAGER**
ADDICTIVE GAMES, £7.95 cass
A classic strategy game where you manage a football club. You control the players and the money as you battle to win the league championship and the FA cup.

32. (33) **PSI WARRIOR**
BEYOND, £9.95 cass
This highly original game places you in an abandoned military silo on your magnetic surfboard. You have to capture the psychic energy forces of psi and id in order to defeat the Source at the bottom of the 60 level silo. Your job is made difficult by the tortuous route you have to follow and the psychic powers that you must gain. Exciting graphics and game-feel.

40. (40) **GRYPHON**
QUICKSILVA, £7.95 cass, £12.95 disk
Collect gold bars to bridge the perilous waters blocking your escape. Six levels of nasties to contend with over three superb backdrops. Unusual control, mind blowing graphics and astonishing sonics make this an impressive addition to any collection.

41. (-) **GOGO THE GHOST**
FIREBIRD, £2.50 cass
At the price this arcade adventure is incredible value. Guiding GoGo around the 150 chambers in the haunted castle is by no means easy. Collect objects to help rescue your dream princess.

42. (-) **AZTEC CHALLENGE**
US GOLD, £8.95 cass, £12.95 disk
Backed by an atmospheric Egyptian sound track, run and jump your way through seven screens of hostile action. Spears, blocks of stone, snakes, spiders and pirranhas all hinder your progress.

43. (-) **SOLO FLIGHT**
US GOLD, £14.95 cass, £14.95 disk
A new look flight simulator with a difference: you can see your plane as it flies over a crisp 3D landscape. Three large maps and mail-run variations give this the edge over its competitors.

44. (15) **TROLLIE WALLIE**
INTERCEPTOR, £7.00 cass, £9.00 disk
Collect 40 shopping items from this deadly 4-way scrolling supermarket and deposit them five at a time at the checkout desk. Terrific platform game with amazing music nicked from Jean-Michel Jarre.

45. (28) **HERO**
ACTIVISION, £9.99 cass
Explore the caverns in search of lost miners. With the aid of a prop pack, dynamite and a microlaser, R. Hero must rescue the trapped miners from the mine shafts in Mount Leone. An initially simple game but is soon found to have considerable depth in more ways than one.

46. (44) **FRAK!**
STATESOFT, £8.95 cass, £10.95 disk
Trogg the caveman, armed only with a yoyo, has to battle his way through platform-type screens filled with weird and wonderful monsters. Find the keys to progress to an even harder level filled with even stranger creatures.

excellent game.



6. (12) ELITE (5.2%)
FIREBIRD, £14.95 cass, £17.95 disk
The greatest Beeb game of all time at last reaches your 64. A galaxy awaits you in this incredible trading/shoot-em-up adventure. All sorts of potential gameplay is available, see what suits you best. If you get bored (!?) there're six special missions to keep you on your toes.

7. (6) BRUCE LEE (3.5%)
US GOLD, £9.95 cass, £14.95 disk
The legendary Bruce Lee comes to your screens in a kickin', leapin' all action platform variant. Plenty to do as you battle your way through the Wizard's 20-location fortress in search of wealth and immortality.

8. (8) SPY VS SPY (3.2%)
BEYOND, £9.95 cass, £11.95 disk
The black and white cartoon spies from MAD magazine come to life in a race to get documents to the airport. A one or two player game featuring booby traps and hiding places as you race against the clock and your opponent to escape an embassy.

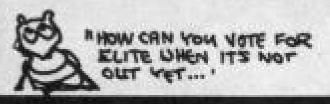
9. (10) RAID OVER MOSCOW (2.4%)
US GOLD, £9.95 cass, £12.95 disk
The remarkable, but controversial follow up to the best seller *Beach Head*. Prevent the oncoming missiles from annihilating America by penetrating Russian defences to destroy the reactor housed at the Kremlin. Exciting multi-screen arcade violence for war-mongering fascists.

10. (34) PITSTOP II (2.3%)
CBS/EPYX, £10.95 cass
Absolutely amazing simultaneous two player *Pole Position*. Great arcade-quality graphics and sound as you battle either against the computer or a human in a Grand Prix race. Six tracks and a variety of options give this long lasting challenge.

11. (9) DECATHLON
ACTIVISION, £9.99 cass
Much sweat and tears to be had in this brilliant joystick waggling sports simulation. Compete against the computer or three friends as you work your way through the ten events of the decathlon. Break records and hear the crowd roar you on, do badly and prepare for disappointment. Stunning graphics and astounding animation give this game the gold medal!!

12. (13) LORDS OF MIDNIGHT
BEYOND, £9.95 cass
The classic Spectrum adventure now on the 64. There's 4,000 locations, each with 8 possible landscape views. Defeat the ice crown or the armies of Doomdark to win. Multicharacter control, vast playing area and great atmosphere make this a real biggie.

13. (7) SPY HUNTER
US GOLD, £9.95 cass, £12.95
Arcade quality vertically scrolling shoot-em-up in a James Bond style. Great atmospheric music and superb feel adds to the tension as you blast and bump cars and motorbikes off the road. Go far enough and you continue the action in a speedboat.



19. (14) AIRWOLF
ELITE,
£7.95 cass
In a highly responsive helicopter you have to rescue five scientists from an underground cave complex. Tight control, slick graphics and a confusing cave layout make for an excellent game.

20. (24) QUO VADIS
THE EDGE, £9.95 cass
Massive scrolling caverns *(over 1000 screens altogether)* are filled with alien beasts and lava pits preventing you finding the precious sceptre. Treasure chests nourish you as you search for the riddles and explore the platform filled landscape.

21. (16) SUICIDE EXPRESS/BLACK THUNDER
GREMLIN GRAPHICS/QUICKSILVA, £7.95 cass
Tony Crowther's excellent revamping of *Loco* in two slightly different versions for two different companies. Guide your futuristic super locomotive/moon buggy past the graphically outstanding background scenery, shooting a way through the lost cities. Avoid or shoot hovercraft/guided missile, spaceships, aircraft and other nasties to achieve a large enough score to leave the planet.

22. (17) SOFT AID
SOFT AID, £4.99 cass
The computer answer to Band Aid features *ten* well-known games and the Band Aid song for only £5. Brilliant value for money, with all proceeds going to the Band Aid funds. Come on you measly pirates, buy something for once.

23. (30) FORBIDDEN FOREST
US GOLD, £8.95 cass, £12.95 disk
Atmospheric music and graphics mark this dangerous stroll through an eerie forest. Defend yourself against outsized spiders, skeletons, snakes and dragons with only your trusty bow and arrow to help you. Failure results in a very gory end.

24. (38) RAID ON BUNGELING BAY
ARIOLASOFT, £9.95 cass, £12.95 disk
Deep in enemy territory in your helicraft, you must destroy the six factories supplying the War Machine. You face increasingly heavy opposition and must protect your carrier or you are left alone.

25. (-) WORLD SERIES BASEBALL
IMAGINE, £7.95 cass
Brilliant baseball simulation bringing the razzmatazz and thrills of baseball into your own home. Play two player or challenge the computer to a great game. Cheerleaders, jingles and a large 'video screen' all feature in this superb game.

33. (-) INTERNATIONAL BASKETBALL
COMMODORE, £5.99 cass, £11.99 disk
Fabulous value for money follow up to *International Soccer* providing all the thrills of the basketball court. Like its predecessor has scrolling court, nine levels of play, one or two player option and addictive gameplay.

34. (47) REVENGE OF THE MUTANT CAMELS
LLAMASOFT, £7.50 cass, £9.50 disk
Jeff Minter classic in which you guide a fire-spitting camel along a superbly drawn horizontally scrolling landscape. 42 waves of aliens make life difficult, and boy are those creatures weird.

35. (25) SUPER HUEY
US GOLD/AUDIOGENIC, £8.95 cass, £14.95 disk
Outstanding helicopter flight simulator with superb graphics, sound and feel. Four different games available: combat mode, mapping, rescue and for someone who's unfamiliar with flying a helicopter, a training mode.

36. (-) F15 STRIKE EAGLE
US GOLD, £14.95 cass and disk
An exceptionally advanced flight simulator in which you take control of the F15 fighter. Lots of combat possibilities with missiles and bombing as your superbly equipped aircraft takes on allcomers in several different missions.

37. (-) ARCHON
ARIOLASOFT, £9.95 cass, £11.95 disk
Great new strategy game based on chess but taking things a step further. The players not only have to employ the tactics of chess but also shmup phases as pieces battle for squares. The pieces all come from mythology and have different movement patterns.

38. (-) MAMA LLAMA
LLAMASOFT, £7.50 cass
Minter's most recent weird game in which you control a mother llama and its two babies and try to defend them with a 'killdroid'. A new strategy element is added but the familiar fluffy, hairy animals are there.

39. (-) GYRUSS
PARKER BROTHERS, £24.95 cartridge
Faultless implementation of the arcade classic with fast graphics and fantastic sound making it one of the best shoot-em-ups around. The only thing wrong with it is its price . . .

47. (-) FALCON PATROL II
VIRGIN, £6.95 cass
The superior follow up to the classic *Falcon Patrol*. A fast, smooth scrolling shoot-em-up. Speed across the detailed desert landscape below, eradicating the enemy helicopters and avoiding flak batteries and radar jamming.

48. (-) SON OF BLAGGER
ALLIGATA, £7.95 cass
The outstanding follow up to the *Manic Miner* clone, *Blagger*. The first, and arguably the best, full scrolling platform game. Deftly sneak your way through 12 levels of platform action, collecting keys to break the security system.

49. (-) LOCO
ALLIGATA, £7.95 cass, £11.95 disk
The original train game in which a steam engine chugs along a split screen display with a side view above and an aerial view below. Shoot airships, planes and rail trollies with smoke and steam from your engine.

50. (-) KRYSTALS OF ZONG
PSS, £7.95 cass
A very old game which some people obviously still like. You have to negotiate a nine screen maze. Collect keys to unlock doors to treasures and avoid the maze creatures. Almost a Pacman aardvark.

51. (-) MATCHPOINT
PSION, £7.95 cass
The definitive tennis simulation for the 64. Play either against the computer or a friend. Easy to use, superb control and great graphics make this an absolute must for any Wimbledon fanatic.

52. (-) STELLAR 7
US GOLD, £9.95 cass, £12.95 disk
Battlezone is taken to new heights with your struggle against Gir Draxon's mighty forces. Stunning 3D graphics and a readout on each of the enemy craft feature, as your Raven tank tries to free seven planets from military oppression.

53. (57) BLUE MAX
US GOLD, £9.95 cass, £12.95 disk
This is a bombing mission with a difference. A great 3D diagonally scrolling *Zaxxon* style game puts you in control of a W.W.1 biplane with the task of destroying enemy factories, roads, and airstrips.



ZZAP! HITS





54. (-) **MANIC MINER**
SOFTWARE PROJECTS, £7.95 cass
This is the first copy of the original Miner 2049'er platform game. It features the now infamous miner Willy as he collects keys in order to escape from a succession of weird sections of his mine.

55. (-) **SUPER PIPELINE II**
TASKSET, £6.90 cass, £9.90 disk
Frantic arcade style game with great graphics and music. Battle to keep the various nasties from bursting your pipes and stopping the water flow to the barrels. Sacrifice of your workmates is necessary in order to fill the barrels and move on to a more complex network of pipes.

56. (58) **BRIAN JACKS SUPERSTAR CHALLENGE**
MARTECH, £8.95 cass, £12.95 disk
Tacky shirts are guaranteed with this new joystick waggling game. Score enough points on the qualifying round to challenge the man himself. Eight tough and different events will tax your strength and skill to their utmost.

57. (43) **UP 'N' DOWN**
US GOLD, £9.95 cass
This fun-to-play arcade conversion will frustrate you immensely. Rush and jump your car around the rounds in search of the coloured flags. On completing a screen you progess to an even harder level, and eventually to flags that trundle about on trollies.

58. (55) **MONTY MOLE**
GREMLIN GRAPHICS, £7.95 cass
Another scrolling platform game where Monty Mole goes in search of coal and the legendary Arthur. All sorts of hazards face him including flying pickets, hairsprays, coal crushers and acid baths.

59. (27) **BOOTY**
FIREBIRD, £2.50 cass
Set in a pirate ship you must explore the decks collecting treasures and booty while avoiding the fearsome cutthroats and other dangers that bar the way. Good value multi-screen game with unusual elements.

60. (-) **GUMSHOE**
A'N'F, £7.95 cass
You're an investigator in a hotel full of gangsters and searching for a kidnapped girl. You have to find the girl as you shoot it out with the mob who keep appearing through doors. You've got to make a profit while your at it though.

61. (52) **ONE ON ONE**
ARIOLASOFT,
£9.95 cass,
£11.95 disk
Basketball game where you can take on Julius Erving or Larry Bird. It's just two of you in a high scoring duel around the basket.

62. (-) **FIGHTER PILOT**
DIGITAL INTEGRATION, £9.95 cass
One of the earliest flight simulators with six options from landing practise to 3D air-to-air combat. Four skill levels, good controls and great instrumentation.

63. (-) **BLACK HAWK**
CREATIVE SPARKS, £7.95 cass
Flying over enemy territory you have to deal with enemy ground installations, helicopters, planes and missiles. The screerr scrolls Xevious style and there's plenty of blasting action to keep you happy.

64. (-) **TIM LOVE'S CRICKET**
PEAKSOFT, £8.95 cass
Interesting cricket simulation where you can take on another player or the computer. Full control over batting, bowling and fielding and choice of all twenty two players.

TOTE YOUR VOTE!

Help your favourite games into the top 64, and win a great Zzap prize package

Here's the form on which you can vote for your favourite games and help build up the nation's best chart for 64 owners.

Basically you have a total of TEN votes which you can allocate any way you like – you can put them all on one game or split them between up to FIVE different games. This is the best way of ensuring that our chart accurately reflects people's preferences.

To ensure that people only enter once you MUST use the form below. This form also allows you to predict what you think will be the top three games in the next chart. The first three people we find with the correct predictions will win a great gift package consisting of a Zzap! T-shirt and games of your choice worth up to £20.

This is an opportunity you can't afford to pass over, so get voting. Entries to: Chart vote, Zzap! 64, 1 Church Terrace, Yeovil, Somerset, BA20 1HX.

ZZAP!64 TOP 64 VOTING COUPON

I am voting for the following games (up to five):

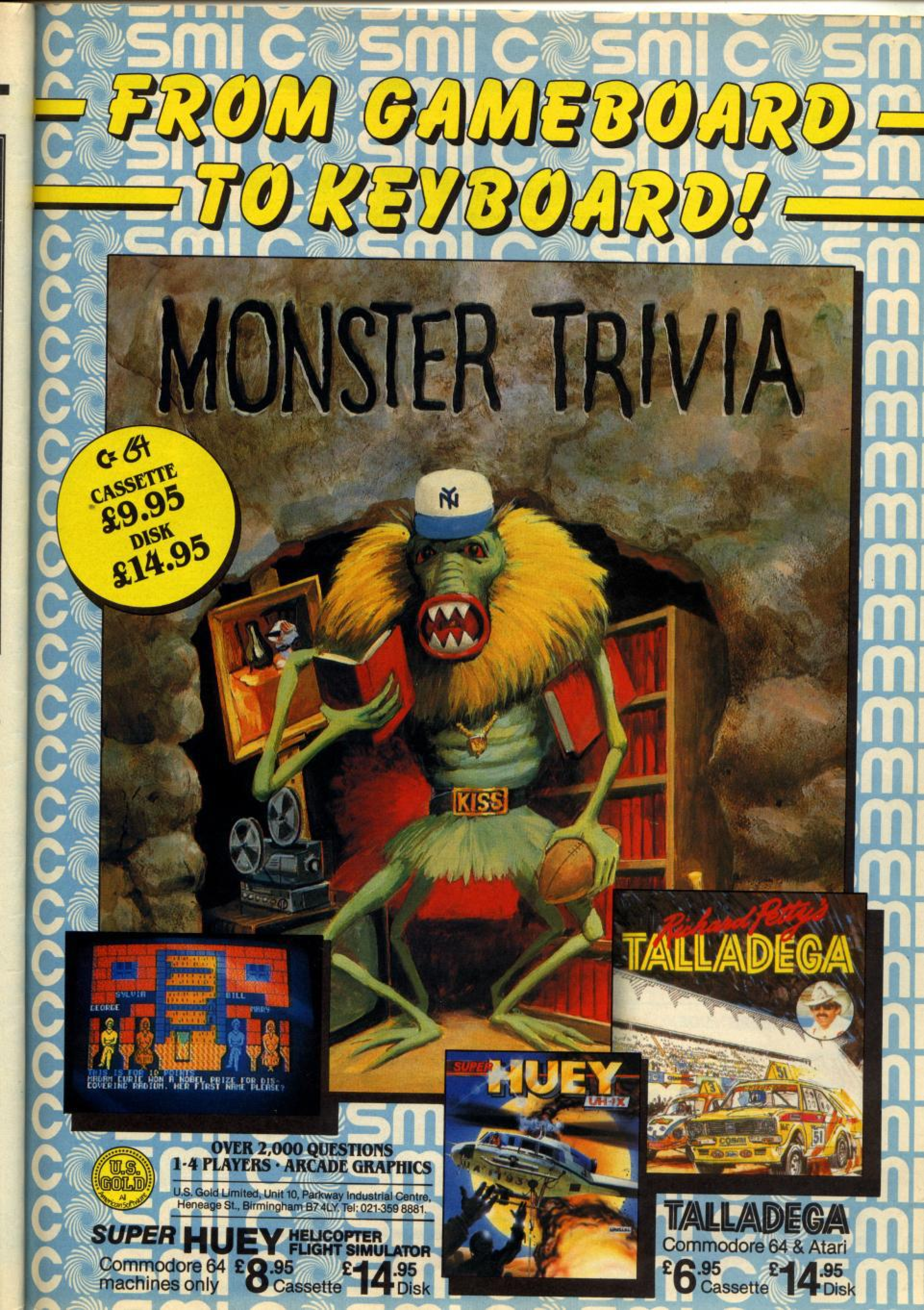
(Please write clearly)
Name..
Address...
....Post code.......................
The games I would like to win are (total price MUST be under £20):...
....
....
My T-shirt size is S/M/L

I predict the top three games in the completed chart will be:
1...
2...
3...

Game (and software house) | No. votes

Maximum total votes 10





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ZZAPSPEAK

The world of computer games has already spawned a language all its own, which can leave non-initiates completely baffled. So here's explanation of some of the more commonly used terms, including a few we've invented ourselves. We'll be updating this glossary with new terms as the need arises.



AARDVARK Useful abbreviation coined by the mag Micro Adventurer (RIP) for the long-winded term 'arcade-adventure' (see below). Not be confused with the animal or software house of same name.

ADVENTURE In its strictest sense this refers to a game in which you control the action by entering simple typed commands on the keyboard instead of having direct movement control over a character as in a typical 'arcade' game. For example, if you were trying to escape from a dungeon, you might try typing commands such as 'Search dungeon' or 'Kick door' or (possibly) 'Look through keyhole'. If the computer understands the command it will either carry it out and tell you the result, or inform you if the action is impossible. A typical adventure would involve exploring various locations in search of objects to help you on your quest. The main challenge of these games is working out how exactly to use the objects. See also TEXT-ONLY ADVENTURE, GRAPHICS ADVENTURE, and ARCADE-ADVENTURE

ARCADE GAME The most common type of computer game in which you have direct movement control over a character. The term is also sometimes used in a narrower sense to refer only to games which started life in the amusement arcades.

ANIMATION The movement of a character to indicate different actions such as walking, running, leaping, etc. Animation which is detailed, smooth and realistic (or humourous) can add enormously to the graphical impact of a game.

ARCADE-ADVENTURE Basically an arcade game (no typed commands), but one which is based around the adventure themes of exploration, object manipulation and problem solving. A typical 'aardvark' will show on screen only a small part of the total playing area at any one time, and to solve it a player may well have to map out the various locations. Examples of such games are *Quo Vadis* (strong on exploration) and *Pyjamarama* (strong on object manipulation and problem solving).

BLOCKY See low-res

BODYPOP SCROLLING Another term for jerky scrolling. (See SCROLLING)

CVG Stands for Completely Vile Game. (Used only in extreme circumstances).

FLICK-SCREEN Describes multi-screen games where the picture jumps to a new location as the character reaches the edge of the screen. Contrast with SCROLLING.

GRAPHICS ADVENTURE An adventure game in which the various locations are illustrated on screen (as well as described).

HIGH-RES Short for high resolution. Describes graphics which are finely detailed.

JOYSTICK ADVENTURE Another term for 'arcade-adventure'.

LOW-RES Short for low resolution. Describes graphics which are 'blocky' and lack detail.

PATTERN GAME A game where the enemies move in regular patterns, and where the skill lies in understanding the patterns and timing your moves accordingly. Many PLATFORM games are also pattern games.

PATTERN SYNDROME An unfortunate feature of certain pattern games where the patterns never alter, and the player has to move through exactly the same route every time he plays. Also known as PS.

PLATFORM GAME A type of game started by *Miner 2049'er* where much of the action involves leaping around a series of platforms.

SCREENS Games are often described as having a certain number of screens. This only makes precise sense in flick-screen games where there are distinct screen pictures, locations or layouts. In games where the picture scrolls the 'number of screens' normally refers to the size of the overall playing area.

SCROLLING A very common game feature where the screen picture moves to show a new part of the playing area. It's as if the player is looking at the view through a moving camera lens. In most games which feature scrolling, the picture moves in order to keep the character you control in the centre of the screen. Scrolling can occur in more than one direction and may be smooth or jerky.

SHMUP A Zzap-coined term to replace the long-winded 'shoot-em-up'. Any game involving stacks of blasting and zapping.

SIMULATION A program which tries to copy as realistically as possible an activity such as a sport or flying an aircraft.

STRATEGY GAME A term used for certain games which are neither arcade nor adventure. Typically they will put the player in a decision-making position such as commanding a merchant ship or running a company. On the basis of information supplied by the computer he will make a series of choices in and attempt to achieve some goal. *Football Manager*, speaking of goals, is an example of a popular strategy game. War games are also a type of strategy game.

TEXT-ONLY ADVENTURE An adventure in which the various locations are described in words only. The advantage of this is that the memory space which would otherwise be taken up by graphics can be used on extra locations or added subtleties.

TANK To thrash someone at a computer game. As in: 'Penn tanked Rignall at Dropzone.'

WIMP OUT To turn in an utterly useless performance on the joystick. 'The ed wimped out again.'



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